

A NEWSFIELD PUBLICATION
No 67 NOVEMBER 1990 £1.95
WITH CASSETTE
US \$4.50

COMMODORE GAMES
C64 • CONSOLE • AMIGA

GOLDEN AXE

Best beat-'em-up of 1990?

SHOW REPORT

C64GS launch,
CDTV, Ocean —
the full scoop!

THE MAGNIFICENT MEGATAPE:

3 FULL GAMES!
1 GREAT PLAYABLE DEMO!

ZORK Activision • RIMRUNNER Palace • THUNDERFORCE
Hewson • SWIV: PLAYABLE DEMO Storm

What,
no cassette?
Boo hoo, life is
meaningless without
the ZZAP! Megatape!
I'd better see the
newsagent.

**FREE
ATOMIC
ROBOKID
POSTER!**

- CADAVER
- WINGS OF FURY
- THE SPY WHO
LOVED ME
- M1 TANK PLATOON

EXCLUSIVE!

**CYBERDYNE
SYSTEMS
INTERVIEW**



WHEELS OF DEATH

Experience the thrills and spills of high speed racing from the four greatest driving games ever!



DOMARK

AVAILABLE ON AMIGA, ATARI ST, COMMODORE 64, AMSTRAD & SPECTRUM

Published by Domark Ltd, Ferry House, 51-57 Lacy Road, London SW15 1PR Tel: +44(0)81-780 2224

HARD DRIVEN: © 1989 TENGEN INC., All rights reserved. m Atari Games Corporation

CHASE HQ: © 1989 Ocean Software Ltd © Taito Corp. All rights reserved

TURBO OUT RUN: © 1989 SEGA ENTERPRISES LTD. All rights reserved. SEGA is a trademark of Sega Enterprises Ltd. First published by U.S. Gold Ltd.

POWER DRIFT: POWER DRIFT m and SEGA © are trademarks of Sega Enterprises Ltd. This game has been manufactured under licence from

Sega Enterprises Ltd., Japan © SEGA 1988, 1989. First published by Activision (UK) Ltd

Amiga & Atari ST Screenshots

Artwork & Packaging © Domark Ltd

THE ULTIMATE DRIVING COMPILATION



TM

ACTIVISION

D°MARK



Your Ferrari F40's hot and raring to go. Battle bumper to bumper in a thrilling 16 stage race across the States with each new terrain a different challenge.

"An outstanding conversion which shouldn't be missed" C&VG



Slip behind the wheel of your turbo charged Porsche in hot pursuit of dangerous criminals. Drive by the seat of your pants to avoid the hosts of hazards on the busy streets and tracks.

"Absolutely Incredible. The best driving game ever. Superb"

Sinclair User



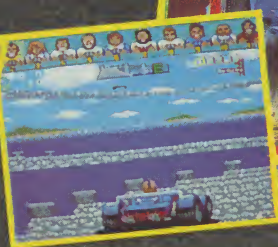
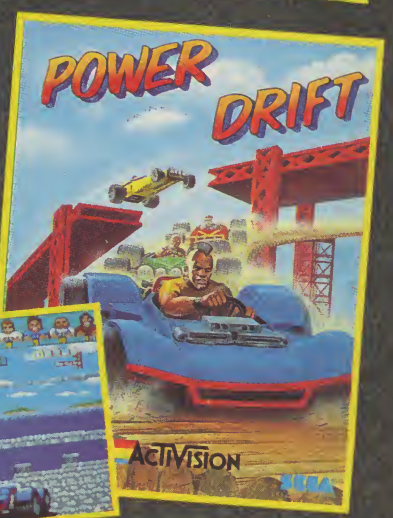
Take your life in your hands to race both speed and stunt tracks. Jump the bridge and attempt the incredible loop the loop, all in fabulous solid 3D - it's the ultimate driving simulation.

"...contains all the features of the arcade game and plays brilliantly. An absolute must for all boy racers" C&VG



It's fast and furious and you're in pole position. Power your way round 27 stomach churning circuits. Step on the gas and let your opponents eat dust!

"Hours of racing thrills in what is surely the best Power Drift conversion the Amiga is capable of." C&VG



MONTY PYTHON'S FLYING CIRCUS

IT'S A
GOOD GAME

THE
COMPUTER
GAME

NO IT'S
NOT

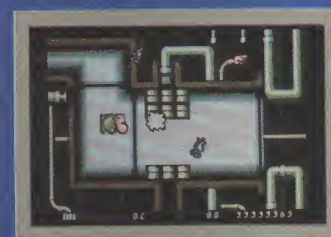
YES
IT IS!

"What we have here
is a **BRILLIANTLY**
ORIGINAL and
witty interpretation
of the Python
Theme". *Zero* 89%

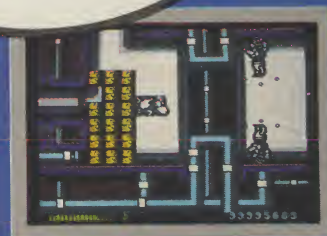
"One of the tastiest
slices of alternative
arcade action since
Venezuelan Beaver
Cheese".
The One 85%



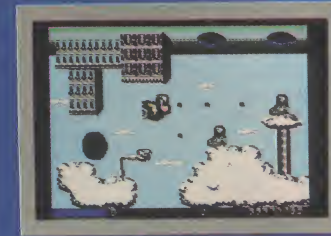
ATARI ST



AMIGA



SPECTRUM



COMMODORE 64



IBM PC



AMSTRAD



©Python Productions 1990

©Virgin Mastertronic Limited, 16 Portland Road, London, W11 4LA

ZZAP! 64 / AMIGA



editor
stuart wyne
sub-editor
phil king
staff writers
robin hogg
warren lapworth
lloyd mangram
editorial assistant
viv vickress
photography
michael parkinson
production and circulation director
jonathan rignall
art editor
mark kendrick
production supervisor
matthew uridell
reprographics
tim morris
rob millichamp
robb 'the rev' hamilton
jenny reddard
system supervisor
ian chubb
system operator
paul (charlie) chubb
editorial director
oliver frey
group advertisement
manager
neil dyson
advertisement sales
executive
george keenan
advertisement production
supervisor
jackie morris
advertisement production
assistant
jo lewis
mail order
carol kinsey
all departments
newsfield ltd
zzap!
temeside
ludlow
shropshire
sy8 1jw
☎ (0584) 875851
typesetting

newsfield using apple macintosh ii
computers running quark xpress and
adobe illustrator 88, with system
support from digital paint
reprographics, wirral business centre,
merseyside

colour origination
scan studios
islington green
london n1
printing

tpoc business magazines (carlisle) ltd
newtown trading estate

carlisle
cumbria
ca2 7nr
distribution
comag
taviestock road
west drayton
middlesex

no material may be reproduced in part
or in whole without the
written consent of the copyright-
holders. we cannot undertake to
return anything sent into zzap! —
including written and
photographic material, hardware or
software — unless it is
accompanied by a suitably stamped,
addressed envelope
unsolicited written or photographic
material is welcome, and if
used in the magazine is paid for at our
current rates.
issn 0954-867x
©zzap! 64 ltd 1990
cover by
oli frey

uk subscriptions and back issues
enquiries
caroline edwards (subscriptions) and
pat davis (back issues), newsfield
ltd, ludlow shropshire sy8 1jw. tel:
0584 875851, fax: 0584 876044.
yearly subscription rates: uk £18,
europe £25, air mail overseas £38,
us/canada subscriptions and back
issues enquiries

barry hatcher, british magazine
distributors ltd, 598 durham crescent,
unit 14, woodstock, ontario n4s 5x3,
canada. tel: 519 421 1285, fax: 519
421 1873.
yearly subscription rates: us \$65,
canada \$75.

competition rules
the editor's decision is final in all
matters relating to adjudication and
while we offer prizes in good faith,
believing them to be available, if
something untoward happens (like a
game that has been offered as a prize
being scrapped) we reserve the right
to substitute prizes of comparable
value. we'll do our very best to
despatch prizes as soon as possible
after the closing date. winners' names
will appear in a later issue of zzap!, no
correspondence can be entered into
regarding the competitions (unless
we've written to you stating that you
have won a prize and it doesn't turn
up, in which case drop viv vickress a
line at the normal address), no person
who has any relationship, no matter
how remote, to anyone who works for
either newsfield or any of the
companies offering prizes, may enter
one of our competitions — and that
includes fish.

FEISTY FEATURES 50 ROBO POSTER!

Activision's *Atomic Robokid* blasts onto your bedroom wall.

56 CYBERDYNE SPEAK OUT!

Robin Hogg talks to the mysterious team behind *Armalyte*.

CUTTING COMPS

29 WIN A SONY CD DISCMAN!

From CodeMasters in the latest Hotline comp!

65 STUFF THINGS INTO YOUR TROLLEY!

In a five-minute dash at the Computer Shopper Show!

RIOTOUS REGULARS

- 7 THE WORD
- 23 RRAP
- 31 MEGATAPE INFO
- 35 CREATURE FEATURE
- 37 BUDGET BLITZ
- 42 THE THINK TANK
- 52 ZZUPERSTORE
- 66 PIG IN A POKE
- 89 PREVIEWS



REVIEWS

ACE/ACE 2	37
ANARCHY (Amiga)	84
APPRENTICE (Amiga)	80
ASTATE (Amiga)	42
BARBARIAN II	37
BSS JANE SEYMOUR (Amiga)	42
CADAVER (Amiga)	79
CALIFORNIA GAMES	37
DRAGONFLIGHT (Amiga)	42
GOLDEN AXE (GM)	10
GREG NORMAN'S ULTIMATE GOLF	20
GREG NORMAN'S ULTIMATE GOLF (Amiga)	20
KAMIKAZE	37
KWIK SNAX	37
LORDS OF CHAOS (S)	42
M1 TANK PLATOON (Amiga)	83
OPERATION HARRIER (Amiga)	86
PANG (Amiga)	18
QUEDEX	37
RICK DANGEROUS II	82
RICK DANGEROUS II (Amiga)	82
SECRET OF THE SILVER BLADES	42
SHADOW OF THE BEAST II (Amiga)	78
THE SPY WHO LOVED ME (Amiga)	77
STAR WARS	37
TIE BREAK	12
TILT	37
UNIVERSE 3 (Amiga)	42
VAXINE (Amiga)	81
WINGS (Amiga)	84
WINGS OF FURY	18
WINGS OF FURY (Amiga)	18
ZOMBI	42

SLASHING SOFTWARE 10 GOLDEN AXE

Mark Kelly and Steve Crow's superlative C64 coin-op conversion earns an appropriate Gold Medal.

12 TIE BREAK

Ocean join the tennis club on the C64.

42 LORDS OF CHAOS

Julian Laser Squad Gollop's strategic sorcery Sizzler.

77 THE SPY WHO LOVED ME

Domark's latest Bond game complete with fabulous amphibious Lotus.

79 CADAVER

The Bitmap Bros create the first real arcade adventure?

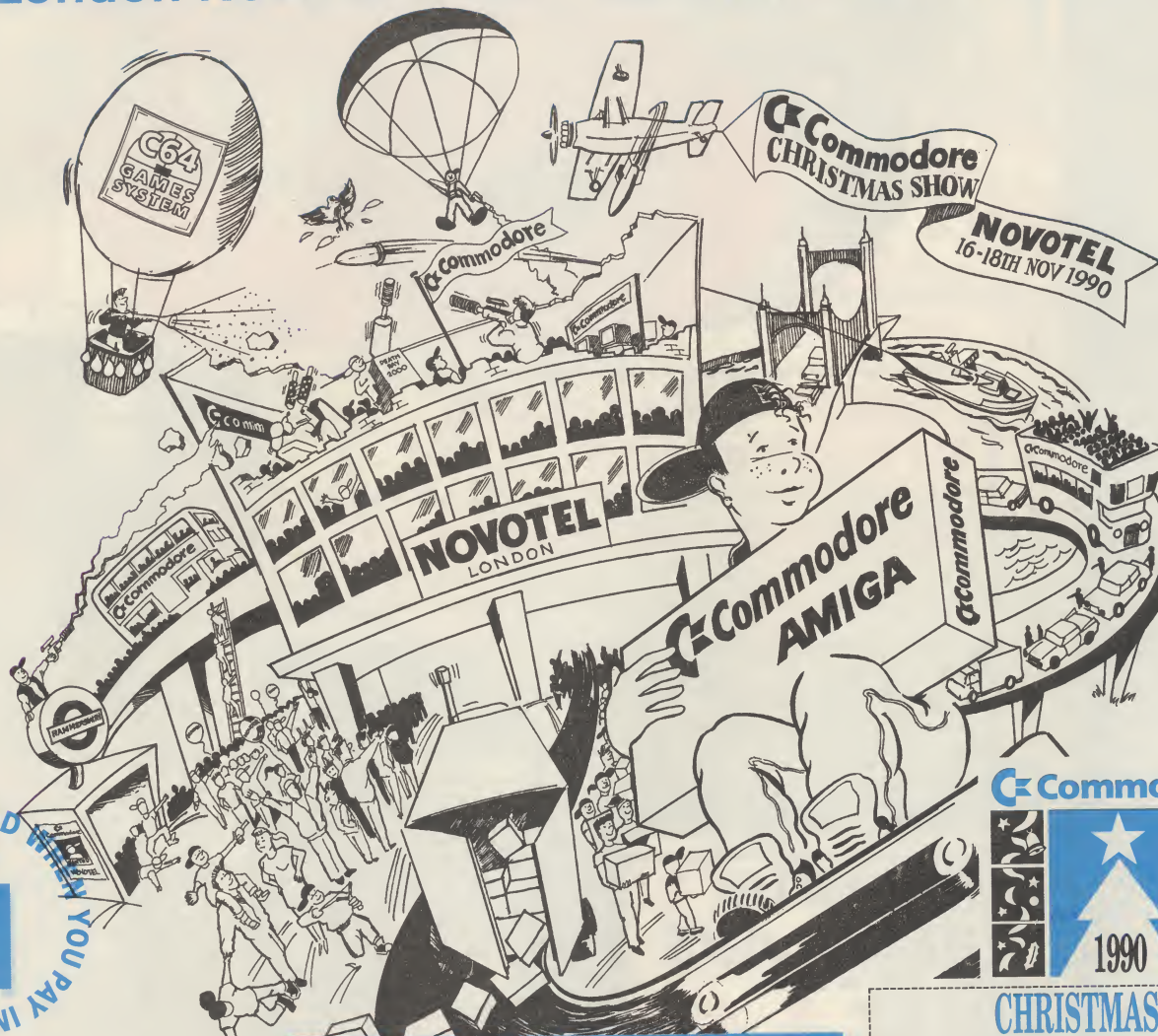
84 WINGS

Be a World War One pilot in Cinemaware's latest Amiga epic.

It's big! It's loud!

It's the Commodore Christmas Show

London Novotel • 16th-18th November 1990



SAVE A POUND
SAVE
£1
WHEN YOU PAY IN ADVANCE

Look out London, the seventh Commodore Christmas Show is in town from the 16th-18th November! Stacks of new products and over 100 exhibitors adds up to the most exciting Commodore Christmas Show ever.

All the major software houses will be there to preview their new releases for Christmas - great new Commodore games, leisure and music software for you to take away on the day!

And that's not all! The Christmas Show is your chance to experience stunning new technologies seen here for the first time.

Ticket Hotline

051-357 1275

So save yourself £1 a ticket and call the Ticket Hotline or mail the coupon from this ad before Thursday 1st November!

The Commodore Christmas Show

Friday	16th Nov 10am-5.30pm
Saturday	17th Nov 10am-5.30pm
Sunday	18th Nov 10am-4.30pm

- Only Commodore specific show before Christmas
- Over 100 exhibitors - '000s of new products!
- Commodore Theatre and Games Arcade - masses of exciting new product launches!

Admission Prices

Adults	£4 in advance, £5 on the door
Children	£2 in advance, £3 on the door

Commodore



CHRISTMAS SHOW

Yes! I've just got to get along to the the Commodore Christmas Show. Please rush me -
 _____ Adult @ £5 £4 _____ Under-16 @ £3 £2

*I am sending a cheque for £ _____

*Please charge £ _____ to my *Access/*Visa

Card number _____

Expiring _____

Name _____

Address _____

Postcode _____

Telephone _____

Please send your application form and cheque or credit card details to - Commodore Christmas Show, Database Direct, FREEPOST, Ellesmere Port, South Wirral, L65 3EB.

*Please delete as appropriate

Commodore

Commodore Christmas Show, Database Direct, FREEPOST, Ellesmere Port, South Wirral, L65 3EB. 051-357 1275

UK CES ★ '90 COMMODORE ROCKS SHOW

★ Teenage Mutant Ninja Turtles, RoboCop, *Nightbreed* creatures, Betty Boo and 40,000 visitors have ensured another hugely successful computer show. Commodore had the biggest stand and a clutch of headline-making announcements, from a nationwide CDTV beta test to massive software bundles to spectacular sales predictions. Ocean dropped their own bombshell with plans to go virtually cartridge-only on the C64 front! STUART WYNNE strapped himself into Dr Frey's rocket car and arrived in London before he'd left Ludlow.

● Commodore kicked off the show with a Thursday briefing at the non-user-friendly time of 9.00am. Following the glamour of their impressive, high-tech show stand, the Ramada Inn setting was a bit of a letdown. After introducing myself, I was allowed to wander around a small hall with rows of plastic chairs facing a pile of Commodore packaging, a plain table and a white slide screen. It was like a school assembly! Various suited Commodore people wandered about eating snacks, some beside a table with a few Amigas (running *Beast II*), C64GSs (*International Soccer*) and C64s ('I've never seen that message on any machine,' remarked one gentleman after being asked to 'rewind and press space'). Journalists were conspicuous by their absence early on and I managed to get an interview with Kelly Sumner, Commodore's National Sales Manager.

Mr Sumner (no relation to Paul!) was obviously an early riser and his enthusiasm was infectious. Commodore products would be carried by virtually every high-street chain for Xmas. The GS would also be in all the major mail order catalogues.

Moreover, Commodore had been working closely with software houses to get software back into these chains. Dixons, for one, would be taking cartridge software — which avoided the unreliability and piracy that had stopped them taking tape and disk. Cartridge prices would range between £25 and £20 pre-Xmas, with prices



★ The new, smartly repackaged Commodore bundles.

hopefully falling to £15 afterwards for some games as volume picked up. There were 55 titles ready for pre-Xmas release so far, hopefully more to come.

COMMODORE BLACK LABEL?

● There would also be TV advertising, 40-second commercials promoting the entire range of Commodore products. 'It'll be like the Carling Black Label Dambusters ad where the product isn't mentioned for 30-35 seconds.' The mind boggled but Kelly refused to elaborate on this 'attention getting scheme'.

Nevertheless he expected a 'phenomenal' Xmas for the C64 with a superb new software bundle. The £159 pack will include a C64, C2N, two joysticks plus two games packs. Ocean's *Night Moves* contains *Shadow Warriors* plus the still unreleased *Secret Agent*, *Midnight Resistance* and *Nightbreed*. Domark's *Mindbenders* pack is supposedly more educational with *Trivial Pursuit*, *Snare*, *Confuzion* and *Split Personalities*. Kelly expected this to sell more than the GS, because most parents still wanted some educational element in their purchase. 'The console market is big, but not as big as some people expect.'

Commodore is also

repackaging its peripherals. Leading the way is the 1571 disk drive, now coming with the same impressive software packs as the C64. It will also be free of competition from products such as the Excelsator. The C64's odd, and sluggish, disk interface uses protected technology which other manufacturers had been copying. Commodore has put a stop to that, completely cornering the market. But it's also cut the price from £179.99 to £129.99.

Similar software bundles accompany the Amiga's £99.99 501 megabyte-upgrade (Mindscape's brand new one-meg-only *Captive*), £99.99 1011 disk drive (Elite's *Gremlins II*) and £399.99 590 hard disk (*Fantavision*, *Comic Setter* and *Spritz*).

Despite this, Commodore's prediction of the future mirrors Ocean's — dominated by cartridges and CD ROM. The four-game compilation which comes with the C64GS will soon be on sale for £29.99 with two joysticks for C64 owners. A question about how long the C64 had left drew a laugh from Kelly, after twelve years with the company the longevity of the C64 still amazed him. He expected it to last another two years 'in its present form'.

Were there any plans to develop the C64? 'Commodore is a fully integrated company, handling everything from the

UK CES '90 COMMODORE ROCKS SHOW

silicon to the marketing. We have people in West Cheshire and all they do is look at product, thinking about ideas for developing for it. Everything from 8-bit to 32-bit is considered. There'll be new products next year, maybe a new Amiga.'

There are already rumours of a one-meg Amiga called the A500-Professional with the Enhanced Chip Set (ECS) plus Workbench 2.0. The ECS will offer facilities for one megabyte of chip RAM, allowing enhanced graphics and sonics. A price point of £499 has been suggested, although Commodore currently deny any such plans.

Kelly's hints at a C64 development are considerably more tenuous, but at least indicate strong commitment to the C64. What Kelly was most determined to emphasise was the UK installed user base of 500,000 to 750,000 C64s, all of which are compatible with cartridges. This obviously massively reduced the risk of producing cartridge software. By comparison Amstrad has yet to sell a single GX4000 compatible machine.

FRUITFUL FORECAST

● When the official briefing began, Commodore UK boss Steve Franklin was quick to boast about 'a fantastic year' with numerous digs at Atari, who weren't attending the show and are losing the ST/Amiga war. More generously Steve noted that 1.3 million sales were expected by all computer manufacturers, a figure which indicated a return to the 'halcyon days of the early Eighties'.

Spearheading Commodore's Xmas offensive was the C64GS, being

launched today. Steve expected to sell 80,000 before

1991 with strong software support. As for the C64, with its 'educational' component, 140,000 sales were expected — 8,000 more than last year. The Screen Gems Amiga pack, including *Nightbreed*, *Back To The Future II*, *Days Of Thunder*, *Beast II* and *Deluxe Paint II*, was expected to shift 130,000 units. There were firm orders for all these, and Amigas couldn't be built fast enough. Included in this figure is an educational Amiga pack for the seven-and-up age market: costing £599 it comes with a one-meg upgrade, an introductory video and book, plus nine software titles including *Deluxe Paint II* and *Let's Spell At Home*.

The most exciting Amiga news was left until last, namely the launch of the CDTV.

Steve had just been to Frankfurt and 'persuaded them to do the product properly. The potential marketplace is worth 4-6 billion pounds. The product has to be properly tested.' From the third week in November 1500 beta-test CDTVs will be put on sale. This will be the biggest field test ever conducted by Commodore, with 500-600 going to private individuals, 700-800 going to education and 500-600 going to businesses. They'll be sold at discounted prices for two to three months of testing, backed by national press advertising. There'll be 25-30 software titles at the 'pre-launch'.

Products will be developed from the results of these tests for an official worldwide launch in February. CDTV 'will become the central point for home entertainment'. Philips' rival CDI system won't be available until 1992, by which time CDTV will be the 'standard'. Thankfully a CDROM upgrade for the A500 is under consideration: it's technically 'feasible' and if a survey of A500 owners shows demand, one might be available for June 1991. It won't be cheap though. For the first year Steve expected CDTV sales of 35,000-50,000. Retailers were looking for a product to replace video recorders and camcorders — the latest gadget craze would be the CDTV.

★ Mirrosoft's movie themed stand featured glamorous usherettes.



★ That's show business — there was continuous entertainment on the specially built stage and video wall.

OCEAN SHOCKER

● For the moment though, the C64GS is centre of excitement and Ocean are firmly behind it. From now on virtually all Ocean C64 games will be on cartridge alone. The only exceptions are games Ocean are legally prevented from putting on cartridge due to agreements over producing Nintendo games (which must be the only cartridge versions).

Cartridge-only games include *SCI* (Mid November), *Navy Seals* (TBA), *Toki* (Early December), *Plotting* (Early October) and *RoboCop II* (End November, supposedly, but the programmer's left!). For the future, Ocean have the licence to write games based on *The Simpsons* cartoon series, *Wings Of The Apache* (the helicopter version of *Top Gun*) and *Darkman* (from the maker of *Evil Dead*, it features a disfigured vigilante).

The first cartridge game could well be *SCI*. Currently being compressed to fit into a 128K cartridge, the game will make use of Cheetah's two-fire button joystick. Using a variant on the old paddles system, where two were connected to one port, the joystick gives 'A' and 'B' buttons. The price for Ocean cartridges is a very reasonable £19.99. For Amiga owners Ocean have launched a 16-bit Hit Squad with imminent £7.99 releases including *Wizball*, *Super Hang On*, *R-Type* and *Batman: The Caped Crusader*.

Domark share Ocean's cartridge enthusiasm, with *Hard Drivin'*, *Vindicators*, *Cyberball*, *Badlands* and *The Spy Who Loved Me* all likely to be cartridge-ized with improved presentation. Domark also promise CDTV versions of *Trival Pursuit* (full colour pix and stereo sound), *Pacmania* and the murder mystery *Herewith The Clues*.

Other software houses were more reticent on the subject of cartridges, neglecting to hype any forthcoming products. Thankfully Commodore have made available a list of games they think are 'coming soon' (see below). The list shouldn't be taken as rock solid, but it's impressive all the same. What's

more, plenty of other software houses are interested as well. Gremlin's Product Manager revealed they would very likely develop a game, although whether it was released would depend on the state of the market. In his opinion it was easier to convert disk games to cartridge than to tape, a couple of weeks was all that was needed. C64 *Venus Flytrap* might well be Gremlin's first GS cartridge game. They also have a CDTV game in production using an ex-Don Bluth animator.

CONSOLE GOODIES

● Commodore's 'Coming Soon' list.

ANCO: *Kick Off*, *Turrican 2* and *X-Out*.

COMMODORE: *Jack Attack* plus *Klax*, *Fiendish Freddy*, *Flimbo's Quest* and *International Soccer*.

DOMARK: See text.

EPYX: *The Games: Winter Edition*, *The Games: Summer Edition* and *California Games*.

ELECTRONIC ARTS: *Subbuteo* and *Orchus*.

THE DISK CO.: *Fast Food*, *MicroProse Soccer*, *Rick Dangerous*, *Pro Skateboard*, *Pro Tennis Tour* and *Stunt Car Racer*.

INFOGRAMS: *Prohibition* and *Bubble Ghost*.

MICROPROSE: *Rick Dangerous* and *Starglider 2*.

MINDSCAPE: *Ultima VI*.

MIRROSSOFT: *Bloodwych* and *Falcon*.

OCEAN: see text.

SYSTEM 3: *IK Deluxe*, *Myth*, *Vendetta*, *Turbocharge*, *Ninja Remix* and *Ninja III*. (The last two are cartridge-only.)

TITUS: *Battlestorm*, *Crazy Bikes*, *Crazy Cars II*, *Dick Tracy*, *Fire and Forget 2* and *Wild Streets*.

THALAMUS: Future games will be released first on tape/disk then rereleased on cartridge in pairs. Before Xmas you can expect *Armalyte* and *Sanxion*, *Hawkeye* and *Quedex*, *Delta* and *Hunter's Moon*. *Creatures* and *Summer Camp* might follow, along with *Snare*, *Retrograde* and *Heatseeker*.

UBISOFT: *Pro Tennis Tour 2* and *B.A.T.*

US GOLD: *Moonwalker*.

"FLYING THIS MISSION IS LIKE...

U.N. SQUADRON™

...SHAKING
HANDS WITH
THE DEVIL."

CAPCOM®
USA

U.S. GOLD®

Available on:
CBM 64/128 cassette & disk.
Amstrad cassette & disk.
Spectrum 48/128K cassette.
CBM Amiga.
Atari ST.

Capcom is a registered trademark of Capcom U.S.A., Inc. © 1990 Capcom U.S.A. Inc. All rights reserved.
U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3366.



ZZAP! TEST!

● Probe/Virgin,
C64 £9.99
cassette, £14.99
disk



Death Adder is to happy families what Phil is to seat springs — absolutely lethal. There's nothing he likes so much as knocking on people's doors, introducing himself, then lopping off some heads. His latest deed of unabashed badness is stealing the fabulous Golden Axe. For centuries this magical weapon has been secure in a castle in the land of Yuria. Its presence has ensured peace and prosperity, but now its theft has plunged the land into chaos.

Three brave people have decided enough is enough. Axe Battler is a muscle-bound

barbarian whose favourite weapon is a hefty broadsword. He can't move that quickly, but he makes up for it with great strength. His mother was killed by Death Adder and he's determined to gain revenge. Gillius Thunderhead lost his brother to the Death Adder, and this feisty dwarf carries a massive axe. He's quick on his feet and has a pulverising headbutt. Tyrus Flare's favourite move is a shoulder block and she carries a sword, just like the barbarian. But she's the most agile character and has the most intense determination — both her parents were murdered by Death Adder.

At the temple the trio find a priest who can offer one of

This game just reaches out and grabs you. The beautiful presentation screens are the perfect intro for some superlative gameplay. The enemy characters look great, and move surprisingly well. On later levels they really rush at you, the skeletons positively spring back to their feet when knocked down.

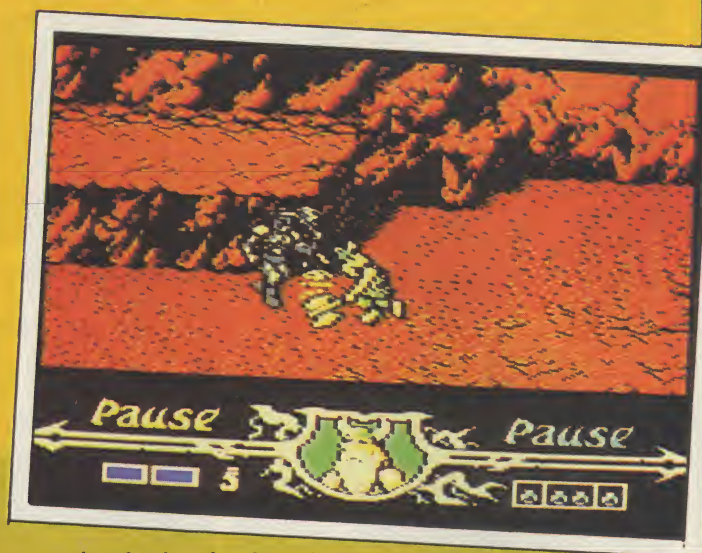
Fortunately there's three different characters for you to play, from the agile Tyrus to the well-muscled Battler. Besides unique abilities, the characters all have masses of moves. To begin with, simple swordswipes are enough but later on you'll need to master more complex moves such as shoulder butts (double tap right) and the powerful piledriver. The huge range of moves, all superbly animated, mean you're always experimenting to work out the best tactics.

This makes for some great beat-'em-up action, but there's other elements too. Hacking at the fast-moving thieves for magic potions is good fun, bringing a spectacular reward when you activate the flickscreen magic later on. Then there's the dragons, which are brilliant to stomp round and roast villains. All in all, gameplay has been superbly implemented putting it in completely different league from such tired beat-'em-up conversions as *Shadow Warriors* and *Vigilante*. But what lifts it into Gold Medal status is the superlative finish, the extraordinary graphics, presentation and overall effort. Written by Visual FX for the C64 alone, this is an audio-visual treat for your C64 and can't be missed!



★ Tyrus calls up the most impressive magical effect, a huge fast-moving dragon that fills the screen with fire.

GOLDEN

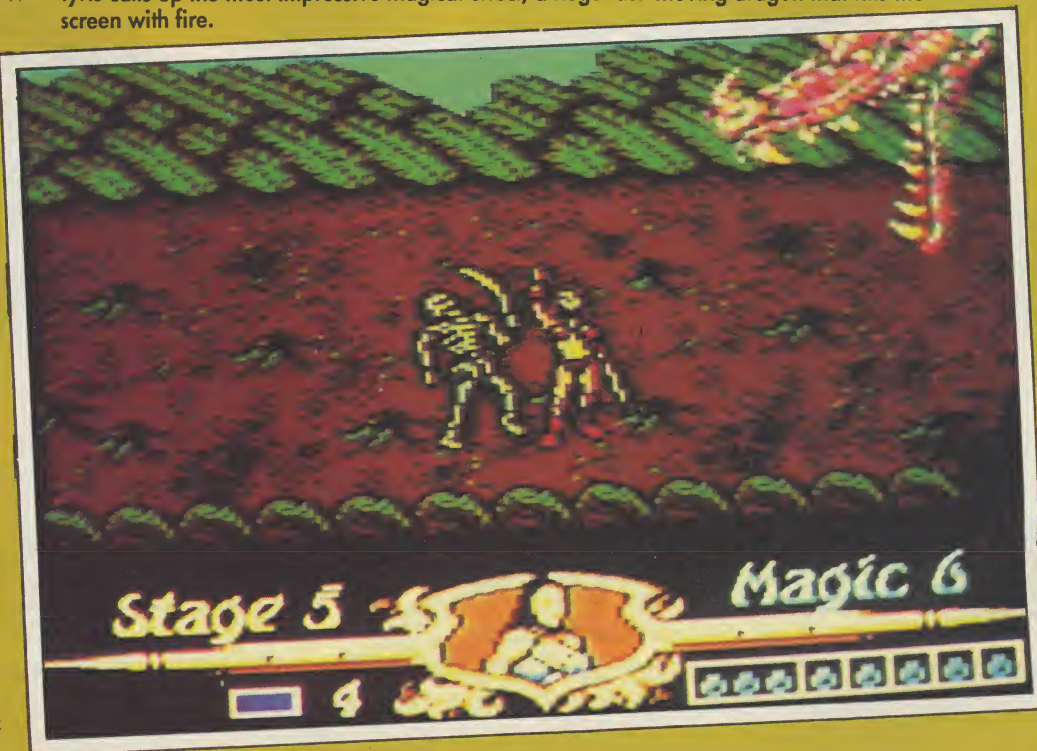


★ Gillius the dwarf makes a low blow with his hefty axe.

their incredible magical powers. Gillius can have powerful lightning, Tyrus firestorms and Battler explosions. All these can only be activated by getting potions from the thieves who periodically run across the screen. Each time you hit one you get a potion, increasing the power of your magic when used. Thieves also drop food to restore energy. You have three

units of energy, five lives and three continue-plays, each with three lives.

Each of the main characters has a staggering number of moves, including two walking speeds (push right twice to run), piledrivers where you leap up to make lethal downchopping blows, kicks and so on. There's also two types of dragon to ride on, one breathes fire while the other



AXE



splits lethal energy. They're also fast, can make crunching headbutts and disappear after just two hits!

The game pits you against ogres with spiked clubs,

amazon women, axemen, skeletons and hulking end-of-level baddies such as Sumos and ultimately the Death Adder himself. Each villain takes you on one at a time. Sometimes

★ The Barbarian uses a piledriving move on an Amazon woman.



★ The fire-breathing dragon showing off its stuff — it can also do lethal headbutts.

Two Gold Medals in a row, is this a first? *Golden Axe* was surprisingly successful in the arcades and the resulting conversion is slick enough to stand up to even the Megadrive version. The title music is great and in-game FX include neat pseudo-samples such as hitting the thief. Hats off again to Mark, Steve and the Maniacs for bringing across the feel, mood and playability of the arcade original. For me, little things like the different status panels and intro portraits make the game. Mark and Steve have gone out of their way to implement things that needn't have gone in (witness the little flames bouncing around when Tyris's magic is used). The moves take a few goes at most to master but once you're proficient they're very easy to use.

OK, after all that praise, it's confession time as I'm the slightly negative one of the bunch this time round, since I thought the original coin-op lacked a bit of action. The single opponents certainly keep you busy, but I was a little worried that it can lead to repetition of moves and subsequent gameplay. Saying that, I can't think of any other C64 game of this type which comes close on the production front, all-round gloss and playability. Spot on.

After *Turbo*, Mark Kelly and Steve Crow have done another superlative conversion. The only compromise is the way you only fight one enemy at a time, but the action is incredibly hectic anyway. The large variety of opponents all attack in different ways and show a great deal of intelligence as they dodge your blows: unlike most beat-'em-ups you need to vary your method of attack to succeed. Excellent sound effects and superb animation, complete with blur lines and whooshing FX on the swinging weapons, add to the excitement as you hack your way through gorgeously drawn scenery — the detail on the eagle-head bridge is incredible. I also appreciated the clever strobe effect of magic potions with a range of dramatic effects for each of the three heroes. But my favourite scene just has to be the bit where you ride that cute little dragon — even if you do resemble Bernie Clifton on speed as you run around, breathing fire and doing headbutts!



you have to defeat four of them before the screen can scroll forward, each baddy taking several hits to fall and usually getting up for more before dying. More powerful blows down the baddies faster. There are five levels in all, each a multiloop.

PRESENTATION 96%

Excellent: intro load with superb title page, character portraits and selection screen. Continue-plays and good outro.

GRAPHICS 97%

Beautiful, detail-packed backgrounds for large and superbly animated sprites. The main characters have an incredible number of moves, while the flickerscreen magic is excellent.

SOUND 93%

A choice of either superslick Maniacs music or FX, the latter a bit sparse but good with a great whooshing sound for sword swipes.

HOOKABILITY 97%

Instantly playable, the great intro sets the atmosphere perfectly and level one is designed to be fairly easy for beginners. Completing it should be no problem but...

LASTABILITY 94%

...later levels are much tougher. Superb production values will keep you coming back for more.

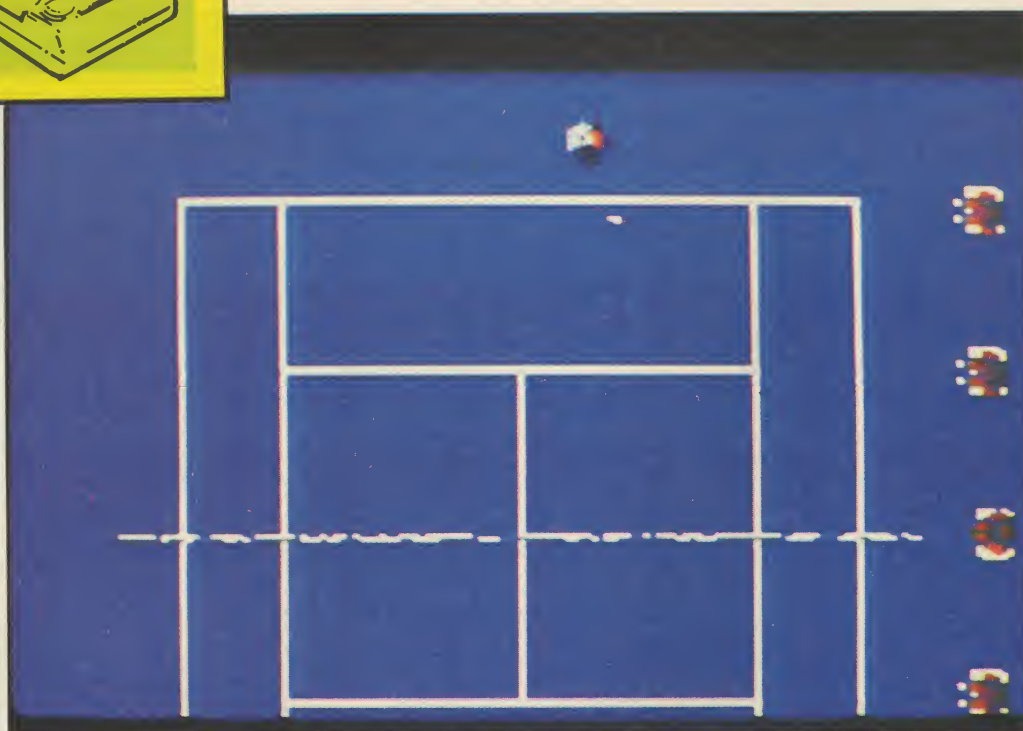
OVERALL 96%

A perfectly produced beat-'em-up, oozing quality from every pixel. Shows just what the C64 can do.





ZZAP! TEST!



★ The smooth vertical scrolling means the somewhat restricted view of the court doesn't matter.

● Ocean, C64 £9.99 cassette, £14.99 disk

TIE BREAK

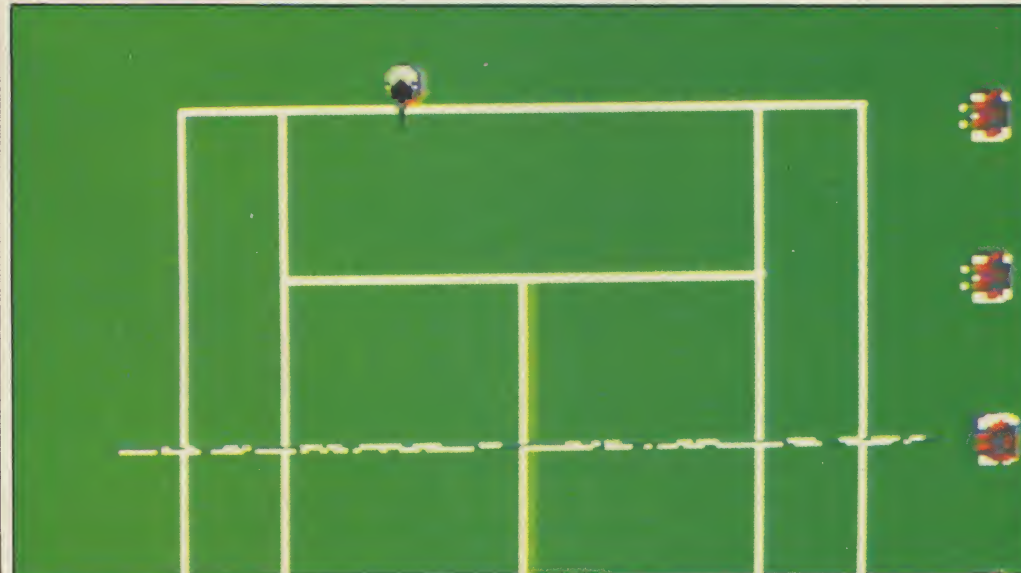
The strawberries and cream of Wimbledon may be only a distant memory, but the tennis sims are still being served up. C64 *Tie Break* has all the features of the earlier Amiga game (67%, Issue 63), including the *Passing Shot*.

★ A nice variety of different surfaces provide some long-term challenge.

style, scrolling overhead view. Pushing the joystick in one of four directions (for topspin, stop volley, lob, or normal shot) causes the player to hold the racket back, ready to swing forward when the joystick is re-centred

Holding down fire lengthens the shot.

Three- or five-set matches can be played against a human or computer (sixteen different ones) opponent. In doubles matches, up to four players can be player-controlled. Eh? The



C64's only got two joystick ports? No worries, Ocean are planning to sell a £5 adapter for two extra joysticks. As well as friendly matches you can compete in several international tournaments. You can even play a sort of league with the World Tournament option.



As with *International 3-D Tennis* the emphasis is firmly on playing the shots, timing your strokes to place the ball for that winning shot. This is hard enough to make so you're glad you don't have to actually move your player, and after a few games you soon get the hang of things. The overhead scroll works well generally, and doubles is good fun although the two computer players can maintain very long rallies ignoring human players altogether!



I enjoyed this much more than the earlier Amiga game. Due to a slower speed of play it's easier to time your shots and hence not as frustrating. That's not to say it's easy though — even the lowliest computer opponent is extremely hard to beat. Therefore it's more enjoyable playing against a more fallible human (ie Wozza). And though we haven't had a chance to try it out yet, the four-player doubles option sounds fun. With plenty of tournament options, *Tie Break* is yet another worthwhile tennis sim.

PRESENTATION 80%
'League' and tournament options plus four-player mode.

GRAPHICS 58%
The overhead view is more functional than impressive.

SOUND 51%
Okay title tune, minimal hitting FX.

HOOKABILITY 81%
Good fun, especially in the multi-player modes.

LASTABILITY 80%
16 tough computer opponents.

OVERALL 80%

Another fun tennis game.

IN A
WORLD
OF
ACID RAIN
THERE
IS ONLY
ONE
SALVATION...

HEATSEEKER

By Paul O'Malley



SAVE YOUR WORLD FROM DEATH!

Guide the Leg on its quest for the Flames of Zeal. Hidden on six jungle infested levels they are the key to the healing of the lifeforce — the legendary Triphyllos of Nem!

'— an innovative and well presented arcade adventure' ZZAP!64

CBM 64/128

£9.99 cass £14.99 disk

Thalamus Limited,
1 Saturn House, Calleva Park,
Aldermaston, Berkshire RG7 4QW
Tel 0734 817261

THALAMUS



GORDON HARWOOD



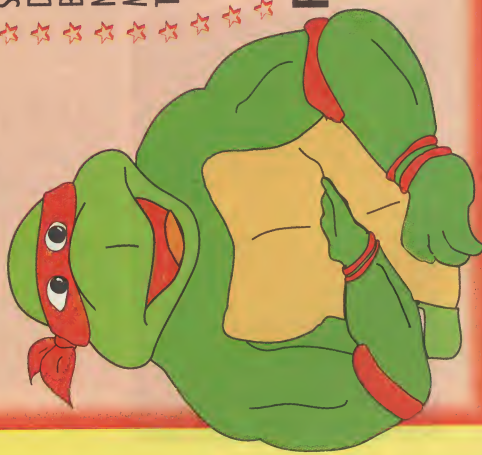
Bring you "Heroes in a Half Shell"™

Amiga POWERPLAY

Raphael's POWERPACK 1

THAT'S RIGHT HARWOODS HAVE PUT TOGETHER THE ULTIMATE PACKS YET AGAIN STARTING WITH RAPHAEL'S AMIGA PACK 1 WITH 15 GREAT GAMES!

Just look at what you get...



- ★ AMIGA A500 COMPUTER (See standard features list at bottom of this page)
- ★ TEENAGE MUTANT HERO TURTLES ★ PLUS 10 MORE GREAT GAMES...
- ★ SHADOW OF THE BEAST II ★ Datastorm ★ Drivin Force
- ★ DAYS OF THUNDER ★ Dungeon Quest ★ Pipemania
- ★ BACK TO THE FUTURE II ★ E-Motion ★ Rock 'N' Roll
- ★ NIGHT BREED ★ Grand Monster Slam ★ Skweek
- ★ MICROSWITCHED JOYSTICK ★ RVF Honda ★ Tower of Babel
- ★ TAILORED DUST COVER ★ AND...DELUXE PAINT II
- ★ 10 BLANK 3.5" DISKS
- ★ DISK STORAGE CASE
- ★ MOUSE MAT

... You won't need anything else for ages!

**RAPHAEL'S PACK
PRICED AT AN
INCREDIBLE...**

£399

Amiga MONITORS

PHILIPS CM 8833 STEREO COLOUR MONITOR **COMMODORE 1084S STEREO COLOUR MONITOR**

Stereo High Resolution Colour Monitor

- SCART Euro-connector fitted as standard
- RGB/Al, TTL, Comp. Video & stereo audio inputs
- Can also be used as a TV with tuner or VCR
- Features fold down tilt-stand
- Twin Speakers
- FREE lead for computer of your choice
- FREE 12 Month on site service warranty.

Stereo High Res. Colour Monitor

- RGB/Al/TTL, Comp. Video/Audio inputs
- Can be used as TV with a tuner or VCR
- Twin Speakers for stereo output
- Supplied with cables for A500, CGA PC, C16-64-128

£249*

£259*

All Monitors are supplied with a Free Tailored Dust Cover!

Amiga STORAGE

COMMODORE A590 20Mb HARD DISK DRIVE FOR AMIGA A500... WITH FREE 1Mb MEMORY UPGRADE

Commodore's own hard drive for the A500

- Autoboot with Kickstart 1.3
- Sockets for up to 2Mb RAM expansion
- DMA access
- External SCSI port
- SUPPLIED WITH A FREE 1Mb MEMORY EXPANSION

1Mb

£399

Super Low Price...

COMMODORE A590 2Mb HARD DISK DRIVE FOR AMIGA A500, UPGRADED TO 2Mb, FITTED AND READY TO USE

£449*

EXTERNAL FLOPPY DISK DRIVES with the following standard features...

- Disable switch
- Throughport
- Access light
- Whisper quiet

For A500/1000/2000/3000

CUMANA CAX 354 3.5" SECOND DRIVE

£74.95

HARWOODS SUPERSLIM 3.5" SECOND DRIVE

£59.95

- With EXTRA Long Cable

Amiga

POWERPLAY

Leonardo's PACK 2

PACK 2 COMES TO YOU FROM LEONARDO AND INCLUDES THE FOLLOWING...

RAPHAEL'S BRILLIANT AMIGA PACK 1

The fantastic Amiga and ALL THE EXTRA'S detailed in Raphael's Powerplay Pack 1 above, AND then you also get...



THE BRILLIANT PHILIPS CM8833 STEREO COLOUR MONITOR

Twin Stereo Speakers, Green Screen Switch, Lead to Amiga, Free Tailored Dust Cover and 12 Months on-site warranty (See monitor panel for details)



A SPECIAL PACK FROM LEONARDO TO LET YOU SEE THOSE GAMES WITH SUPERB CLARITY AND IN FANTASTIC STEREO FOR ONLY...

£629*



ALL OUR AMIGA'S INCORPORATE...

The following Standard Features

- ☐ 512K RAM
- ☐ 1Mb Disk Drive
- ☐ TV Modulator
- ☐ 4096 Colours
- ☐ Multi-Tasking
- ☐ Speech Synthesis
- ☐ Mouse
- ☐ 3 Operation Manuals
- ☐ Workbench 1.3 Disks
- ☐ Tutorial Disk
- ☐ Kickstart 1.3 Built-in
- ☐ All Connecting Cables

...AND ALL PRICES INCLUDE VAT AND STANDARD POSTAL DELIVERY SERVICE

Amiga

POWERPLAY

Donatello's PACK 3

PACK 3 COMES TO YOU FROM DONATELLO AND INCLUDES THE FOLLOWING...

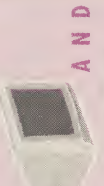
RAPHAEL'S BRILLIANT AMIGA PACK 1

The fantastic Amiga and ALL THE EXTRA'S detailed in Raphael's Powerplay Pack 1 above, and then you also get...



THE BRILLIANT PHILIPS CM 8833 STEREO COLOUR MONITOR

With FREE Dust Cover and Cable to your Amiga and including a 12 Months on-site warranty (See monitor panel for details)



THE BRAND NEW STAR LC200 COLOUR PRINTER...

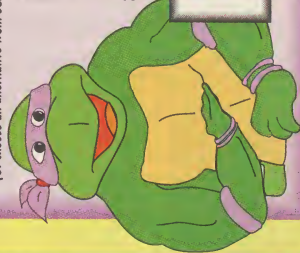
150/40 cps, Full Colour 9 Pin NLQ Dot Matrix Printer with FREE Dust Cover and cable to your Amiga (See printers on page 3 for further details)



(Or choose an alternative from our range & adjust by the difference in price)

A SPECIAL MONITOR AND PRINTER PACKAGE FROM DONATELLO TO SET YOU UP COMPLETELY AND ALL AT A PRICE THAT'S GOT REAL TURTLE POWER...

£829*



Amiga

POWERPLAY

Michaelangelo's PACK 4

PACK 4 COMES FROM MICHAELANGELO AND INCLUDES THE FOLLOWING...

A MORE SERIOUS PACKAGE ASSEMBLED BY MICHAELANGELO AND INCLUDING ALL THE FOLLOWING...

AMIGA A500 COMPUTER



TEENAGE MUTANT HERO TURTLES PUBLISHERS CHOICE (DTP inc. Kindwords)

MIDI-MASTER INTERFACE

DR. T's MIDI RECORDING STUDIO

BBC BASIC EMULATOR

MAXIPLAN 500 SPREADSHEET

SUPERBASE PERSONAL DATABASE

AMIGA LOGO F18 INTERCEPTOR

FULLY MICROSWITCHED JOYSTICK

TEN BLANK 3.5" DISKS & DISK WALLET

PLUS...TEN GREAT GAMES

Datastorm, Dungeon Quest, E-Motion, Grand Monster

Slam, RYF Honda, Drivin Force, Pipemania, Rock 'N' Roll, Skweek, Towers of Babel,

BUILD YOUR OWN PACK... PACK 5-A above with CM8833

OWN YOUR PACK... PACK 6-As Pack 5 + LC200 Col. Printer

(Or choose an alternative from our range & adjust by the difference in price)

£549*

MICHAELANGELO'S SPECIAL PACK AT A SPECIAL PRICE OF JUST...



NOW WITH BRAND NEW FASTER STAR LC200 COLOUR PRINTER

Amiga

POWERPLAY

Harwood's PACK 7

PACK 7 COMES TO YOU FROM HARWOODS AND INCLUDES THE FOLLOWING...

A PROFESSIONAL PACKAGE PUT TOGETHER FOR THE BUSINESS MINDED AMIGA USER



AMIGA A500 COMPUTER (See Standard Features List)

+

PHILIPS CM 8833 STEREO COLOUR MONITOR



+

NEW STAR LC200 9 PIN NLQ FULL COLOUR PRINTER (Or choose an alternative from our range, and adjust by the difference in price)



A WHOLE HOST OF BUSINESS SOFTWARE AND QUALITY ACCESSORIES...

- ★ PROTEXT V 4.2 (w/Proc.)
- ★ NIGHT BREED
- ★ SUPERBASE II (D/Base)
- ★ MICROSWITCHED JOYSTICK
- ★ TUTORIAL DISK
- ★ 10 BLANK 3.5" DISKS
- ★ DELUXE PAINT II
- ★ DISK LIBRARY CASE
- ★ MOUSE MAT
- ★ DAYS OF THUNDER
- ★ BACK TO THE FUTURE II
- ★ 3 DUST COVERS

£859*

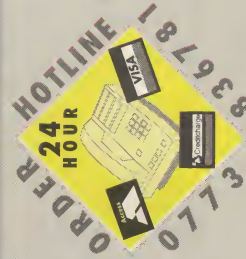
WE MEAN BUSINESS AT ONLY...

* FINANCE FACILITIES

Finance with or without a deposit, can be tailored to suit your needs. Gordon Harwood Computers offer facilities to purchase using our budget account scheme APR 36.8% (Variable). Available to most adults of eighteen years or over, subject to status.

Simply phone or write and we will send you written details along with an application form. Applications, required in advance, available to full time U.K. mainland residents and overseas British armed forces personnel.

Written quotations available on request.



Please see page 4 for our easy ordering procedures. Just compare the service we offer!

GORDON HARWOOD HARWOOD HARWOOD

Computers

GORDON HARWOOD COMPUTERS
DEPARTMENT ZAP/C2, NEW STREET
ALFRETON, DERBYSHIRE, DE5 7BP
TEL:0773 836781 FAX:0773 831040

PRINTERS

Free... Fully Tailored with all Dot Matrix Printers



All printers in our range include the following features...

Standard Centronics parallel port unless otherwise stated for direct connection to Amiga, PC's, ST etc. and come with a... **FREE CONNECTOR LEAD AND TAILORED DUST COVER!**
All the characters Per Second speeds quoted below are Draft/LQ at 10cps

When you are comparing our prices to others make sure you have the same essential items as included eg. Printer Lead, Dust Cover, Postage and VAT etc.

NEW STAR LC 200 RANGE OF PRINTERS AVAILABLE NOW!

All the new printers in the LC200 range have the following features...

- 80 Column Dot Matrix
- Push and Pull Tractor Feeds
- Rear and Bottom Feeds
- Programmable from Frontpanel, no dip switches
- 12 Month Warranty

STAR LC200 GREAT NEW COLOUR PRINTER - 185/40 cps £209.95
This is the one in our packs!

- 240 dpi - 9 Pin COLOUR
- Massive 16K Buffer
- 8 Resident Fonts
- Front Panel Pitch Selection

STAR LC24-200 NEW 24 PIN MONO PRINTER - 220/55 cps £259.95
New Star 24 pin that means business!

- 360 dpi - 24 Pin MONO
- 7K Buffer expandable to 39K
- 10 Resident Fonts
- Front Panel Pitch Selection

STAR LC24-200 NEW COLOUR PRINTER - 220/55 cps £299.95
Colour version of the new LC24-200 Mono

- 360 dpi - 24 Pin COLOUR
- 30K Buffer expandable to 62K
- 10 Resident Fonts
- Front Panel Pitch Selection

STAR LC10 - Up to 120/25 cps £159.95
Our most popular Mono Dot-Matrix printer and at a super low price

- Multiple font options easily accessible from front panel
- Excellent paper handling facilities

STAR LC 24-10 - Up to 180/60 cps £239.95
24 Pin version of the Star LC Series with

- Exceptional letter print quality
- 360 x 360 dpi Graphics

STAR XB PRINTER RANGE Up to 240/80 cps - 24-10 COLOUR, OR 24-15 COLOUR £479.95
Two very fast LQ 24Pin Colour Printers (15" Wide Carriage versions 41 exp. to 201K buffer)

- Exceptional print quality
- 4 x 48Pin super letter quality fonts
- 24 x 24Pin super letter quality fonts

STARSCRIPT - 8pin POSTSCRIPT LASER £1995.00
Up to the minute technology Laser Printer

- 300 DPI, 2Mb. Upgradable to 5Mb. Emulations inc: HP Series II, Epson EX800, IBM Proprietary & Diablo 630

HEWLETT PACKARD PANTJET A4 £899.00
Best quality full colour printer at a realistic price

- Parallel, Centronics or Serial RS232 C (please specify with order)
- For presentation graphics, CAD and technical/scientific applications
- Full page colour of graphics on paper in 4 minutes (typical)
- Non impact printing
- Virtually silent, 43dba

AMIGA GRAPHICS AND SOUND

NEW DISNEY ANIMATION STUDIO SOFTWARE

Full featured state of the art animation program. Gives you the ability to create full length Disney style animated sequences (1 Mb recommended).

MASTER SOUND

High quality 'Mono' Sampler. Mono samples are better than stereo when sampling instruments for your own music with soundtracker etc.

PERFECT SOUND V.3

Latest version of this superb stereo sampler. Stereo samples give better quality when used as sound effects with animations etc.

AMAS

Combined stereo sampler and midi interface. Samples in Mono or Stereo.

MIDI INTERFACE (5 PORT)

In, Out, Through + 2 Switchable Through/Out inc Cable

MUSIC 'X' Full Version Software

Including Midi Interface as detailed above.

AUDIOMASTER II

High quality sampling software, The Professionals Choice

DIGIVIEW GOLD V.4 (Inc Cable & Digipaint I)

Digises static images in black & white or FULL COLOUR (Using fillers provided). All resolutions supported (memory permitting). Creates IFF & HAM files. Uses B&W (or colour with B&W Mode) video cameras

VIDI with Vidichrome B/W Grabber colour digitiser

Grabs black & white frames (in grey scales) 5-6 frames per second. Will store as many frames as you have RAM (16-20 on 1Mb, 60 with 3 Mb) Inc. FREE Vidichrome colour digitising software (worth £19.95) & cables

COLORPIC...The best colour grabber by far!

Instant colour frame grabbing from moving video. Capture superb digitised video images in a range of resolutions from standard composite video source eg domestic TV video rec. or camera in a 30th of a second.

RENDALOE 8802 Including Cables & Deluxe Video Animation Software

Home/Semi Pro standard, allows computer display to be mixed with any incoming composite video signal.

PODS CAT 12" x 12" Graphics Tablet complete

Supplied with driver software, it replaces your mouse and thus works with ALL applications software. Also available for IBM PC & Compatibles

ACCESSORIES

3.5" DISK HEAD CLEANER

Essential maintenance for your disk drive. Keep clean and trouble free.

DISK STORAGE BOXES

40 Piece £5.95
80 Piece £7.95
100 Piece £8.95
Box 100 Piece drawer type stackable Only £11.95
Box 150 Piece drawer type stackable Only £17.95

ORDERING MADE EASY

Before you choose from whom to purchase, please give us a call. We are always more than happy to discuss your requirements, and answer any queries you may have...

ORDER BY PHONE: Phone our Order Hotline with your Mastercard, Access, Visa or Lombard Charge Card quoting number & expiry date.

ORDER BY POST: Make cheques, bankers-building society drafts, or postal orders payable to GORDON HARWOOD COMPUTERS. (Personal or business cheques take 7 days to clear from day of receipt before your order is despatched)

Please send Name, Address, and most importantly if possible, a Daytime Telephone Number along with your order requirements. Please check you are ordering from one of our latest advertisements before posting (phone if you require confirmation).

Please remember that for example many September publications appear during August, therefore prices you see may have changed (either up or down).

FREE POSTAL DELIVERY: Goods in UK Mainland (5-7 day delivery).

OR COURIER SERVICE: Add £5 per major item for next working day delivery, UK Mainland most regions.

(Goods normally despatched on day of ordering or payment clearance)

EXPORT ORDERS: Most items are available at TAX FREE PRICES to non UK residents when visiting us or for export shipment. Please contact us for ordering information.

REMEMBER AFTER YOU'VE BOUGHT FROM HARWOODS, WE'LL STILL BE HERE...

TECHNICAL SUPPORT: You will be given our Exclusive Technical Support Phone Number to call should you require any help or advice on any aspect of the system you have purchased.

12 MONTH WARRANTY: Items proving faulty within 30 days of purchase are replaced with NEW UNITS unless otherwise stated. For the whole guarantee period, warranty service will be completely FREE OF CHARGE and a FAST turnaround is GUARANTEED by our OWN ENGINEERS!

COLLECTION FACILITY: Any computer, monitor or printer requiring warranty service can be collected from your home FREE OF CHARGE during the guarantee period (UK Mainland only)

FULL TESTING PROCEDURE: All computers are tested prior to dispatch, and all items are supplied with mains plug and leads as required - just connect up and use straight away.

REMEMBER WE'RE NOT JUST ANOTHER MAIL ORDER COMPANY...

All listed prices are what YOU PAY, and there are NO HIDDEN EXTRAS. VAT and postage are included, and prices are correct at time of going to press (Pack details may vary from time to time). Offers are subject to availability and to being the latest advertised packs and prices. Our offers are NOT supplied on a trial basis. £80E

*** FINANCE FACILITIES**
Finance with or without a deposit, can be tailored to suit your needs.

Gordon Harwood Computers offer facilities to purchase using our budget account scheme. APR 36.8% (Variable). Available to most adults of eighteen years or over, subject to status.

Simply phone or write and we will send you written details along with an application form. Applications, required in advance, available to full time U.K. mainland residents and overseas British forces personnel.

Written quotations available on request.

If you are already the holder of a Lombard Credit Charge Card you can use this to purchase from us (subject to your personal card limit)

VISIT OUR NEW SHOWROOM

Please pay us a visit where our full range of advertised products, AND MORE, is on sale. 'ALL UNDER ONE ROOF', in the pleasant surroundings of our new purpose fitted showroom. There's plenty of parking close by.

- CITIZEN SWIFT 24 PIN COLOUR - Up to 160/50 cps** **£339.95**
- 24 Pin Colour Printer
 - Push and pull tractor built-in with bottom feed for labels & multi-part stationery
 - 360 x 360 dpi Colour Graphics
 - 2 Year Citizen warranty
- CITIZEN SWIFT 9PIN COLOUR - Up to 160/40 cps** **£249.95**
- New super high spec 9Pin colour printer
 - 8K Buffer
 - 4 Fonts
 - 240 x 240 dpi Colour Graphics
 - Push and pull tractor built-in
 - Feed for labels/multi part stationery
 - Best text quality in our 9Pin range
 - 2 Year Citizen warranty
- CITIZEN 1200+ - Up to 120/25 cps** **£149.95**
- Very reliable low cost printer (please specify interface on order)
 - Interchangeable interfaces for Centronics RS 232 or Serial type for IBM 64 etc
 - Full 2 Year manufacturers warranty

We are proud to announce that Star have appointed Gordon Harwood Computers as both a Star Corporate Preferred Reseller and Star Gold Dealer in recognition of our commitment to their products and the levels of service and support we provide...

MAKE HARWOODS YOUR FIRST CHOICE FOR STAR PRINTERS

CUT SHEET FEEDERS

No more feeding single sheets or letterheads individually by hand. Fit an automatic cut-sheet feeder with a capacity of up to 50 sheets of standard paper. Available for the entire Star LC range and others, please quote printer make, model and number when ordering.

STAR LC10, LC10 Col., LC10 MKII	£69.95
STAR LC24-10	£69.95
STAR LC15, LC24-15	£164.95
STAR XB24-10	£109.95
STAR XB24-15	£184.95
CITIZEN 1200/180E/LSP10 & CBM MPS 1200/1250	£69.95
CITIZEN SWIFT 9 & 24	£89.95
CBM MPS 1230/1500/1550 & OLIVETTI DM 100/105	£109.95

PRINTER ACCESSORIES

Printer...	PRINTER RIBBONS	SINGLE	6 PACK
STAR LC10, LC10 Colour & LC10 MKII BLACK		£4.95	£24.95
STAR LC10 COLOUR		£6.90	£34.95
STAR LC24-10, XB24-10 & XB24-15 BLACK		£6.90	£34.95
STAR XB24-10 & XB24-15 COLOUR		£14.95	£74.95
STAR LC15, FR10 & FR15 BLACK		£7.49	£39.95
CITIZEN 1200/180E/LSP10 & CBM MPS 1200/1250 BLACK		£4.95	£26.95
CITIZEN SWIFT 9 BLACK		£4.95	£26.95
CITIZEN SWIFT 24 BLACK		£6.95	£39.95
COMMODORE MPS 1230 & OLIVETTI DM 100 BLACK		£6.95	£39.95
COMMODORE MPS 1500/1550 & OLIVETTI DM 105 COLOUR		£12.95	£69.95

Printer...	FONT CARTRIDGES	PRICE
STAR LC24-10 FONT LETTER GOTHIC		£54.95
STAR LC24-10 FONT OCR-B		£54.95
STAR LC24-10 FONT BLISS		£54.95
CITIZEN SWIFT 24 FONT OCR-B		£39.95
CITIZEN SWIFT 24 FONT UNIVERS		£39.95
CITIZEN SWIFT 24 FONT ORATOR		£39.95
CITIZEN SWIFT 24 FONT ROMAN		£39.95
CITIZEN SWIFT 24 FONT SERIFA		£39.95
CITIZEN SWIFT 24 FONT LUCIDA		£39.95

Only a brief selection is shown above please phone for anything not listed

- BLANK DISKS with labels**
- 10 Genuine Commodore 3.5" branded
 - 10 Unbranded 3.5" certified
 - 10 Unbranded with library case 3.5" certified
 - 80 Unbranded 3.5" certified
 - 100 Unbranded with lockable storage case 3.5" certified
- MICROSWITCHED JOYSTICKS**
- Konix Speedking (autofire)
 - Competition Pro Mean Green
 - Zipslick (autofire)...The Best!

- Only £9.95
- Only £6.95
- Only £7.95
- Only £39.95
- Only £44.95

- Only £9.95
- Only £14.95
- Only £15.95

- Only £29.45
- Only £39.95
- Only £34.95

- £12.95
- £18.95
- £14.95
- £18.45
- £23.95
- £21.95

- £18.95
- £34.95
- £23.95
- £22.95
- £17.95
- £21.95
- £21.95
- £21.95

- £18.95
- £34.95
- £23.95
- £22.95
- £17.95
- £21.95
- £21.95
- £21.95

- £18.95
- £34.95
- £23.95
- £22.95
- £17.95
- £21.95
- £21.95
- £21.95

- £18.95
- £34.95
- £23.95
- £22.95
- £17.95
- £21.95
- £21.95
- £21.95

- £18.95
- £34.95
- £23.95
- £22.95
- £17.95
- £21.95
- £21.95
- £21.95

- £18.95
- £34.95
- £23.95
- £22.95
- £17.95
- £21.95
- £21.95
- £21.95

- £18.95
- £34.95
- £23.95
- £22.95
- £17.95
- £21.95
- £21.95
- £21.95

- £18.95
- £34.95
- £23.95
- £22.95
- £17.95
- £21.95
- £21.95
- £21.95

- £18.95
- £34.95
- £23.95
- £22.95
- £17.95
- £21.95
- £21.95
- £21.95

- £18.95
- £34.95
- £23.95
- £22.95
- £17.95
- £21.95
- £21.95
- £21.95

- £18.95
- £34.95
- £23.95
- £22.95
- £17.95
- £21.95
- £21.95
- £21.95

- £18.95
- £34.95
- £23.95
- £22.95
- £17.95
- £21.95
- £21.95
- £21.95

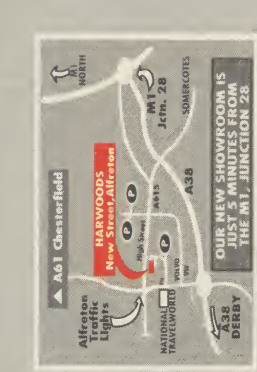
- £18.95
- £34.95
- £23.95
- £22.95
- £17.95
- £21.95
- £21.95
- £21.95

- £18.95
- £34.95
- £23.95
- £22.95
- £17.95
- £21.95
- £21.95
- £21.95

- £18.95
- £34.95
- £23.95
- £22.95
- £17.95
- £21.95
- £21.95
- £21.95

- £18.95
- £34.95
- £23.95
- £22.95
- £17.95
- £21.95
- £21.95
- £21.95

- £18.95
- £34.95
- £23.95
- £22.95
- £17.95
- £21.95
- £21.95
- £21.95



Come and see for yourself amazing Amigas and a whole host of peripherals, along with our vast range of software & accessories. Our helpful team are always on hand. We look forward to welcoming you.

GORDON HARWOOD HARWOOD HARWOOD Computers

0773 836781

GORDON HARWOOD COMPUTERS
DEPARTMENT ZAP/C2, NEW STREET
ALFRETON, DERBYSHIRE, DE5 7BP
TEL: 0773 836781 FAX: 0773 831040

PRO-RAM PACK

DEALIN' DIEGO'S DYNAMITE DEAL!
512K MEMORY EXPANSION

16 Chip, not 4 (extremely important), same configuration as Commodore A501 for guaranteed full compatibility with latest version 8372A Amiga 1MB Blitter. Can be used as fast MEM with all A500's, or chip RAM when used with 8372A Blitter (phone for details as this may require circuit board mods depending on age of your Amiga)

British Made with Enable/Disable Switch and Auto recharge battery backed real time clock.

£32.95

A special deal to celebrate our NEW SHOWROOM

As always, our price includes VAT, Postage and Packing (UK Mainland)! All this for the incredible introductory Dealer Price of only...



ZZAP! TEST!

● Domark/Broderbund,
C64 £14.99 disk only
Amiga £24.99



WINGS OF FURY

The Japanese sneak attack on Pearl Harbour not only dragged the US into WWII, but also revolutionized sea power. Until then battleships were critical to any navy, but almost all America's were sunk at Pearl by carrier-launched aircraft. The American response was based around its own aircraft carriers, and no-one has bothered to build battleships since.

Nowadays Gruman F-14 Tomcats are the best navy planes, but back in 1944 it was the squat, robust Gruman Hellcat. Six Browning machine guns and a hefty bomb load give it a punch to rival a destroyer's broadside, and



ROBIN

A great one this, well I would say that being a tad biased towards all things aerial but *Fury* really is fun. It all smacks of *Choplifter* with little men running around, except this time you're *allowed* to blast them! The torpedo runs are good and dogfighting with Zeros is enjoyable (pity I've never shot one down) but it's nothing compared with the thrills of bombing and strafing the Japs. Everyone who played it enjoyed the island attacks most, it's a shame Broderbund didn't make more of them. The plane itself is extremely good with a nice smoke effect when hit. *Fury* has the playability to make for a great full-price game but lacks variety for the Amiga. At a full ten pounds less, the C64 game is much better value with not too much disk accessing — although to be honest I'm not as keen on this version as everyone else here. The bombs are a little slow and the men are a bit poor — still the explosions are great and it's worth a look.

you're in the cockpit.

Your carrier is heavily damaged with no Anti-Aircraft (AA) guns or spare pilots.

Nevertheless steaming home will take it through lots of action. The game is divided into missions, where the objective

★ *Loderunner*-style enemies will be glad to know you've run out of bombs. (C64)



★ Your Gruman Hellcat can carry rockets, bombs or torpedoes.



is always the destruction of all nearby enemy forces. The first mission features an island base. You can use rockets or bombs to destroy the barracks and AA guns, forcing Japanese soldiers out into the open. If you don't kill them all, they'll take cover in the AA bunkers and start firing at you again. Everyone must be killed to complete the mission. To go onto the next stage, or simply to rearm, refuel and get repairs you need to land on your carrier.

Later missions can have three islands and several ships, including aircraft carriers. After every third mission you're promoted. To sink a ship you must first knock out its AA guns, then make a torpedo run. Of course, the enemy can make torpedo runs against your ship as well. A red arrow warns when an aircraft is attacking: you must either shoot the plane down or destroy the dropped torpedo. Five or six hits sink



While the gamestyle recalls an early Speccy game, the attention to detail and immense playability suggest a coin-op. The Hellcat is beautifully animated, there's an incredible amount of animation frames making for stunning aerial turns. Then there's the way the bombs tumble and how the rockets fall then ignite their motors. Playability matches visual detail: the control system is a little odd — pressing up causes a stall — but once mastered provides much more control and realism than you'd expect of an arcade game. Dogfighting is frustratingly hard, but ground combat is great, requiring practice to master the different weapons. Strafing is best with sand kicking up, enemy screams and a lethal tree always catching your wingtip. The only drawback is that as the game progresses there's more islands, AA guns and ships but nothing dramatically new. But despite being overpriced, there's a magical playability which makes it worth buying. C64 disk drive owners, in particular, should take a look at this nicely presented game. Although sound is limited compared to the Amiga's smart samples the plane actually moves faster and the slightly jerky scroll is more acceptable.

your carrier, along with any spare planes. There are also enemy fighters, which try to shoot you down.

The game view is the familiar side-on, horizontally scrolling one. However if you climb above a certain height, the scale drops dramatically, showing your plane as a handful of pixels soaring above an entire island. There's also a small 3-D view window in the control panel, especially useful when trying to land on the carrier.

amiga

PRESENTATION 64%
Save function, save-to-disk high score table and seven skill levels.

GRAPHICS 74%
A few islands, ships and planes don't add up to a lot of variety. But there's some great detail, plus night flying.

SOUND 78%
Realistic engine noise, changing with speed, plus impressive weapons FX. Dull militaristic title tune.

HOOKABILITY 84%
It's not as easy as it looks, but the controls are soon mastered and addiction becomes complete.

LASTABILITY 74%
More variety would've been appreciated, but numerous skill levels, high difficulty and save option provide compensation.

OVERALL 78%

An extremely playable shoot-'em-up lacking only variety.

64

PRESENTATION 67%
Seven skills levels, some nice loading screens and save-to-disk high scores.

GRAPHICS 73%
The plane itself matches the Amiga's for animation, while explosions and weapons are good too. Men are disappointing, but otherwise good and faster than the Amiga.

SOUND 34%
There's an okay intro tune, but in-game FX are very basic.

HOOKABILITY 84%
As with the Amiga, the controls are soon mastered and blasting the bad-dies is very addictive.

LASTABILITY 77%
As with the Amiga more variety would've been appreciated, but it's cheaper and while there's no night flying nothing else seems to be missing.

OVERALL 79%

A great conversion with a superb main sprite.



● Ocean, Amiga £24.99

PANG

Pang is another of those surreal Japanese arcade games, this one involving bouncing balloons. One or two players work through single-screen levels, each containing a number of platforms: some destructible, others connected by ladders. To complete a level, one or

Marauding creatures can take away the ability to fire for a short time but some balloon explosions release collectable items: bonus points, extra time, a stopwatch which freezes everything, dynamite which divides all balloons into their smallest form, a grappling hook and a rapid-firing pistol.



Why are Ocean bothering to license obscure little coin-ops? Last issue, it was tile-spitting 'action' with a potato (*Plotting*) and now it's crusty old *Asteroids* with platforms, *Ghostbusters*-style beam weapons and 'sweet' Japanese sprites. Balloons can be surprisingly difficult to dodge, particularly the low-bouncing smallest ones, and when a number of them have been divided and sub-divided the screen becomes crowded and gameplay hectic. Tactics can be developed in the way beams and pick-ups are used and balloons tackled, but I found it all too frustrating and samey to play for long.

more balloons must be destroyed using a vertically-firing energy beam. A balloon divides into two smaller ones when it's hit. The largest balloon divides three times before it's broken down into the destructible smallest balloons.



Like Wozza, I initially found *Pang* primitive. However, after a few two-player games I became totally hooked by the ridiculously simple concept. At first it's very confusing with balloons bouncing all over the place, but you soon discover ways to limit the number of small balloons and use the collectables to best effect — it's often unwise (suicidal) to use the dynamite! The presentation style is typically Japanese with cutesy animal sprites and jingly tunes, hardly making best use of the Amiga but a suitable enough accompaniment to the fun action.

VERSION UPDATE

C64 *Pang* will be cartridge-only and is apparently looking very nice indeed.

PRESENTATION 84%

One or two players, demo mode, choice of starting location, map screen and interlevel character portraits.

GRAPHICS 83%
Cute characters, neat bouncing balloons and some nice backdrops.

SOUND 76%
Jazzy title music, twee Japanese in-game tunes and good effects.

HOOKABILITY 90%
Balloon-bursting is a simply-grasped and addictive concept.

LASTABILITY 76%
Perhaps a tad repetitive in the long run.

OVERALL 82%

A polished conversion of a playable coin-op.



ZZAP!TEST!

● **Gremlin, C64**
£9.99 cassette,
£14.99 disk;
Amiga £24.99



GREG NORMAN'S ULTIMATE GOLF

'The Great White Shark' (Norman's obligatory silly golfing nickname) has only recently been knocked off his number one spot by Nick Faldo — maybe he should practise a bit more on his own golfing sim! *Ultimate Golf* is also ideal for those armchair sports fans whose favourite hole is the nineteenth, but can't be bothered to walk round the first eighteen!

Up to four human or computer players can participate, in Strokeplay or Matchplay, with the option of playing Singles, Fourball, Foursome, or Greensome (the last three being various types of four-player, two-against-two games). The skill level of each computer player is determined by setting five factors: Experience, Stance, Grip, Swing, and Fitness. These can also be altered for human players to set handicap levels. Up to fifty created players can be stored in a database.

After leaving three of your 17 clubs behind (you're only allowed 14) it's out onto either of two in-built courses (or others from planned course disks). From the first tee you're greeted by a 3-D view, a grid of squares raised and sunk at different angles to form hills and bunkers. Additional hazards are posed by trees and water pools. As the flag is often hidden, a map allows you to view the whole hole — you can even walk to any spot and get a

3-D view from that position.

An info box indicates the distance to the pin, along with weather conditions and wind speed/direction. If you're playing with a caddy he'll automatically select the appropriate club. He'll also aim

the shot, shown on the swing screen. Here, as well as fine-tuning the shot direction, you can select the amount of top or backspin, and sidespin (hook or slice).

When you're ready to play the shot, a power meter appears. A power bar rises, stopped by pressing fire. Then, before another falling bar reaches the bottom, you must press fire to stop a swaying direction needle in the middle for a straight shot, or on the marker indicating the amount of sidespin selected on the swing screen. Putting is achieved by aiming an on-screen cursor and selecting power.



★ The swing screen where the shot can be aimed, and various types of spin added. (Amiga)



The ultimate golf sim? Not quite. It does boast quite a few novel features such as the two-against-two player options, the helpful map, and an elaborate method of playing shots which allows you to put all sorts of spin on the ball. I also appreciated the way that you can set computer players' five ability ratings and your own handicap.

However, the real problem lies with the 3-D display. Although it looks very good (apart from a few brown 'bare' patches on the C64), the view is stupidly redrawn every time you select any of the option screens — even for the little info box. This is especially annoying on the C64 as the landscape takes a few seconds to build up. Ironically the delay is a deterrent to using the game's sophisticated options. The much speedier Amiga game is less frustrating but, apart from a not very useful map zoom option, has no extra features.

★ Greg Norman drives down the fairway on the C64.



Aargh! Golf games. Usually I'm doing really well, then make a 20 shot cock-up on the last hole to lose. Then when

Phil takes 30 shots on a hole he tells me he's selected the Matchplay option so it doesn't matter how many shots are used, just who finishes a hole first. What a cheat! Still, there's no denying the masses of options in this latest golf game. Fanatics could take ages fine-tuning their shots, while dummies like me can just cross their fingers and hold down fire as long as possible. This makes it well worth a look: the sheer sophistication elevates it above any other golf game I can think of and is especially impressive on the C64.

64

PRESENTATION 78%

Plenty of options, neat screen layout, short multiloop for each hole.

GRAPHICS 76%

The 3-D grid landscape works fairly well.

SOUND 45%

Mediocre title tune, minimal FX.

HOOKABILITY 79%

Easy to pick up, marred only by unnecessary redrawing of landscape.

LASTABILITY 70%

Only two courses, but varying skill/handicap levels and game types.

OVERALL 75%

A sophisticated, playable golf sim.

amiga

PRESENTATION 76%

Lots of options.

GRAPHICS 79%

Good 3-D, okay golfer animation.

SOUND 40%

Mediocre title tune, minimal FX.

HOOKABILITY 78%

The sophisticated shot selection system is easy to use.

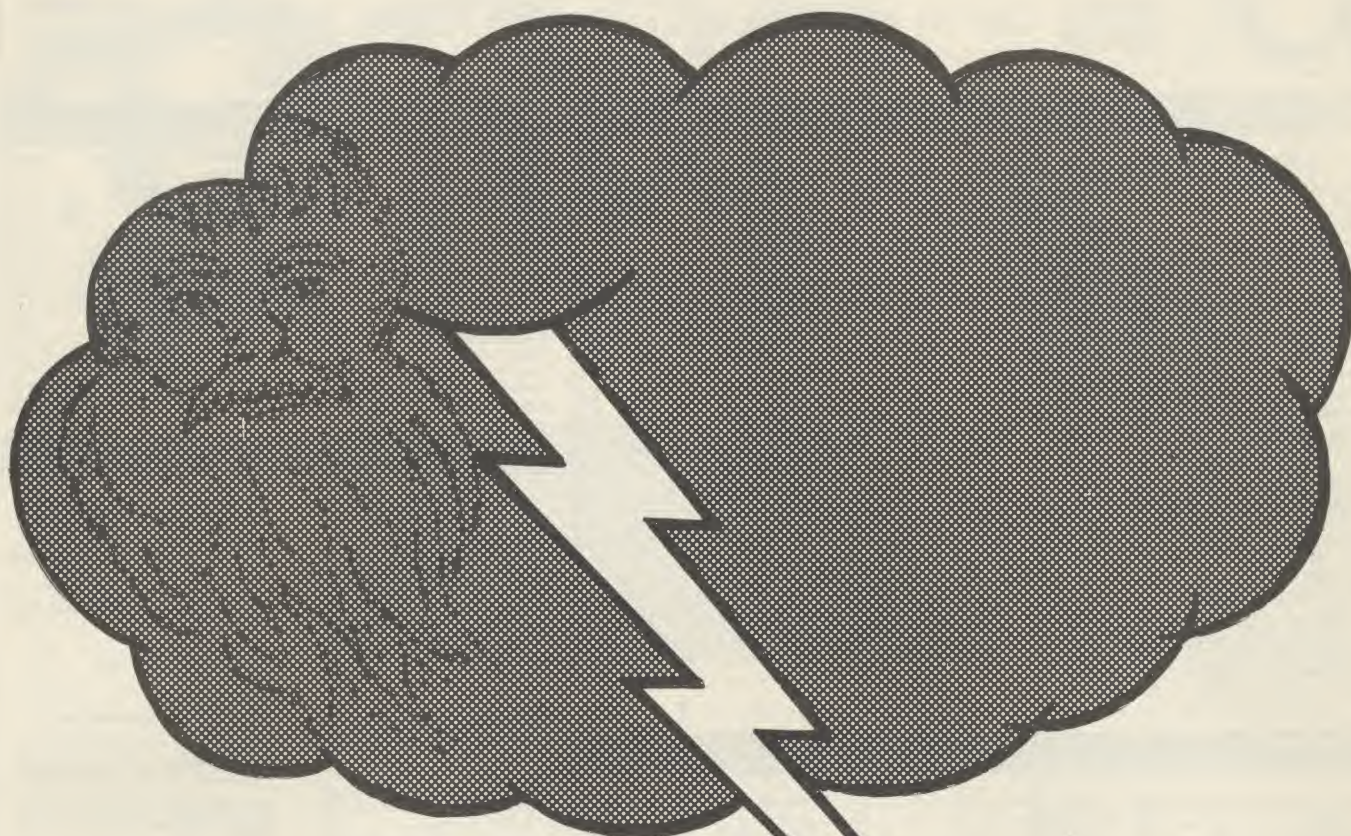
LASTABILITY 68%

Only two courses, but extensive options add variety.

OVERALL 76%

An enjoyable game of golf.

On the seventh day...



EUROMAX

created the

Flashfire Range



WIN - WIN - WIN - OVER £300 WORTH OF JOYSTICKS TO GIVE AWAY

Name: _____

Address: _____

Post Code _____

How Many Microswitches
give 8 way Directional Control

4 ☐ 8 ☐ 16 ☐

Which Euromax Stick has been
Europe's Best Seller for 8 Years

Pro 9000 ☐ Arcade ☐ Flashfire ☐

Tie Break: Name Your Favourite Retailer
and in no More Than 12 Words say why he is Best.

Name _____

Address _____

Why? _____

Please tick if you require further information on the Joystick Range.

☐

Closing Date 31st Dec 1990

EUROMAX FREEPOST BRIDLINGTON
N. HUMBERSIDE YO16 4BR Tel: 0262 602541

MAIL ORDER ONLY



IT'S A WIZ!

Dear Lloyd

On your review on *Ghosts 'n' Goblins* (Issue 64) you said in the C64 version Arthur could turn in mid jump — he can't, at least not in my version!

Anyway, before you printed a cheap node for Thalamus's *Armalyte*. Could you please print it again for the benefit of me (Wiz) and my friend Jaz. I also want you to answer some questions for me.

1. Why can I not get hold of *Skate Or Die* for C64?

2. Is there a cheat for *Rainbow Islands* and what overall did it get?

3. Who is the prat that stole my name in last issue's Scorelord. Who is this Brenden Wyse?

4. I have got a total score of 11,906,120 on *Rainbow Islands*. Ha! Beat that Brenden!

5. The Maniacs Of Noise are better than Sir Hubbard I think!

6. I am writing this letter from a lunatic asylum.

7. Is the Scorelord really RoboCop?

8. I would like to take this opportunity to congratulate Thalamus on their first decent Amiga game, *Venom Wing*.

9. Why have you not reviewed *Teenage Mutant Ninja Turtles* as it is now available on Amiga. Yours hopefully that you will print this if you don't I will:

a. Keep writing and hope

b. Tell everyone your magazine is not as good as C+VG (not true)

c. Come and plant a bomb in Robin

d. or I will set Batman on him!

But thank you any way
A LCP 'Wiz', Wigan, Lancs

PS. I have enclosed a present for you.

●Thanks for the 10p, I used it to buy Ed a cup of tea. As I didn't need your homemade bomb to escape with, I used it on the noisy advertising dept — unfortunately it wasn't powerful enough and



Free at last! Yes, last month the fully recovered Ed Stu gave the Scorelord a holiday (in Iraq — he fancied meeting a fellow ruthless dictator and also wanted to taste some chemical weapons). In the meantime Stu regained control of Stalag ZZAP!, to be known from now on as The ZZAP! Mill. Unfortunately, the Scorelord was freed with the women and children — the Iraqis couldn't tell what sex he was! Never mind, Stu promised that as long as he behaved he could have as much bleach as he wanted — enough even to clean Saddam Hussein's trousers when our lads invade!

they survived! But at least the whistle is useful for breaking up their appalling singing. Their rendition of the Grease soundtrack has to be heard to be believed.

Now for your questions:
1. I don't know, but Woz will sell you his copy for a tenner.

2. No. It originally got 92% on C64 and Amiga, but now we feel it was probably underrated and deserved a Gold Medal.

7. No, he can't stand baby food.

9. That version is only available on import (on Amiga and C64), but we'll try to get hold of a review copy. Mirrorsoft are also doing a *Turtles* game, to be released before Xmas.

LM



MONEY MIX-UP

Dear Lloyd

I read with interest your magazine and decided to take up your offer Export Megatape 6 — one pound ninety-nine didn't seem excessive for airmail (the conversion I presumed to be around four dollars).

So, on August 8th I presented myself at our bank and asked for a bank draft for one pound ninety-nine.

The exchange rate on that day meant that it cost me four dollars seventy-five. The draft itself cost seven dollars. And to post it all cost one dollar ten — a total of twelve dollars eighty-five (around six pound I guess!).

On August 16th I had a letter from the bank advising me that they had inadvertently made the draft out for four pounds seventy-five. So I dutifully went down to the bank to sort it all

out. It turns out that there is little to be done at this stage until either the bank's international department sorts it out, or you forward us a refund for the excess (which of course goes back to the bank).

One has to see the humour in the situation and I just wanted to let you know that I am eagerly awaiting the arrival of my FREE tape — with my luck it won't load!!!

Trevor Brewis, Australia.

●Sorry to hear about your troubles, Trev. I've handed your letter onto our Mail Order department, so everything should soon be sorted out. As I said a couple of issues ago, the best way for overseas readers to pay for stuff is by Mastercard or Visa. That way you can pay in sterling without entailing the cost of a banker's draft. Also, from now on the megatapes should be on export copies of ZZAP!

LM

BE GENTLE WITH ME!

Hi Lloyd

I'm a first time writer so I'm a bit nervous.

1. Firstly I'd like to say I thought ZZAP!'s job as a Games Magazine was to help the readers decide which games were worth buying and which were best avoided. If I'm correct with this assumption I'm disappointed that you feel it necessary to leave (especially Amiga) games out from getting reviews if they are very poor.

We poor people who can't afford more than one mag ad buy games may see a good looking game, pay £20-25, get it home and find out it's a turkey — all because you failed to review it. Amiga owners have as much right to review space as 64 owners, especially as we'd be wasting twice as much money.

We can't assume if a game hasn't been reviewed when a game is in the shops or reviewed at all it is poor because sometimes you are not sent games or more common are very late with reviews, eg *Man Utd* (and that's not bad).

2. How about an Amiga 'Budget' section: there are plenty of £4.99 games about.

3. I agree with other Amiga owners, give us a cover disk.

4. Get up to date and give us a regular PD section complete with reviews or comments.

5. Finally why not have the official charts next to the readers charts for a comparison on how hype sells a game, eg *Chase HQ* sold very well but was only average.

M.H., Washington, Tyne & Wear

●1. We try to cram in as many reviews each month as we can, but we sometimes run out of space.

Nevertheless we usually try to include those cut reviews in the next issue. In the case of *Man Utd* we originally didn't have space for the Amiga review, and somehow it was forgotten until the C64 version came in. Apologies to all United fans.

2. We do now include Amiga games in the budget section.

3. I'm afraid it's not my decision.

4. Robin is already planning a demo section.

5. 'Official' charts cost

**If U think U know
all about GIRLS...
...THINK AGAIN!!**

WHO IS YOUR IDEAL GIRL?

Find out exactly which girl would be your perfect partner!!

CALL 0898 404 601

ARE YOU A SNOGGING SUPERSTAR!

Find out if you're hot stuff at tonsil tickling?

CALL 0898 404 603

HOW 2 TELL IF A GIRL FANCIES U!

CALL 0898 404 602

HOW 2 GET THAT GIRL 2 FANCY U!

CALL 0898 404 608

THE GIRLFRIEND GAME!

Find out what girls really think of YOU!!

CALL 0898 404 607



MUTANT MADNESS!

TURTLE FIGURES 2 B WON ON 0898 664315!

Yup, we've got all your favourite Turtle figures to give away! The first prize winner gets a complete set of Michaelangelo, Donatello, Leonardo and Raphael - plus a couple of villains too! Then 25 lucky runners-up get the Turtle figure of their choice, so don't forget to tell us who your fave mutant is when you enter!

MUTANT MOVIE TICKETS ON 0898 664316!

The Teenage Mutant Ninja Turtle movie is coming soon, and you could be one of the first to see it if you win our shell shock of a comp!! We've got 100 tickets to give away to a special show later this year, so call now!!!

TURTLE TRANSPORT 2 B WON ON 0898 664317!

This is wild! 5 of you mutants out there could soon own the Turtle tank, Turtle party wagon, Turtle air ship, and of course the Turtle sewer motorcycle! We're giving away these ultimate sets of Turtle transport, complete with all 4 Turtle figures, to the winners of this turtlely brilliant competition! Call 0898 664317 right now ninjas!!

IT'S A PIZZA CAKE TO WIN IN OUR TASTY TURTLE COMPS!

Calls cost 33p (cheap rate) and 44p (at all other times) per minute including VAT.
Voiceline, PO Box 1640, London, NW1 8NG. Please ask your parents permission before you call.

These services are unofficial and have no connection with the featured characters or business organisation.



money (aaargh!) and anyway, we feel ours are a better representation of what people are actually playing.
LM



ZZAP!, YOU CANNOT BE SERIOUS!

Dear Lloyd
Where have all the wacky letters about bananas and fish gone? Do you refuse to print them or are none being sent in?

I am a little worried that ZZAP! maybe getting a little too serious. Phil 'footy' King is the best thing since the great Gazza Penn however, but I still feel ZZAP! is not as weird and wonderfully comical as the days when fatty Houghton and Kati Hamza ruled the roost, (and Maff).

You're still doing a great job but don't waste Rrap space with readers own game percentages. We all know it's a personal thing so sod all the 'why did such and such a game get 95%, it's crap' type letters. They're not worth the effort and are dead boring. Come on you readers let's have some witty original ideas for the Rrap and liven it up a bit.

Right then I'll leave you with the following words.
Wall's Vienetta and a jock strap (wahay!!!)

Yours scrumpingly
**Craig Jackson,
Tamworth, B78 3NN**
PS. I have every issue of ZZAP!, right from number 1 and my Ma had a letter printed in ish 12.

●I'm sorry but the yellow, bendy fruit has lost much of its humorous appeal. People no longer laugh at bananas as they walk down the street. I feel here that through humour the readers of ZZAP! have thankfully destroyed one of the world's most distressing prejudices: bananaism. Now, at last, thanks to you, bananas can be taken seriously, get jobs (other than being eaten), send their children to school without fear of taunts, and live perfectly normal, happy lives.
LM

THE UNSEEN DANGERS OF APPLE CRUMBLE

Yo Lloyd me ol' Blue Smartie it is I Mr Smartie or Mrs to my friends.

I am speaking from Happy Valley infirmary for I have been, as well as others, contaminated by a strange lifeform.

It all happened when the new cook arrived (after our old one went on a long vacation) and decided to make some of her apple crumble, but we weren't to know that she was a nutter herself.

But it's too late for poor Fred, he's turned into a gruelling vegetable and will be incinerated in 10 minutes, oh well that's life!

Anyhow my pals Bert and Mad dog would like to ask some questions
Mad dog: Woof.
Bert: Gurgle, slur, gurgle.
Question time:

1. I am quite impressed by the Commodore C64GS Console. I feel that an article or feature could be done on our little brother as I think many other readers would find it interesting.

2. What are your thoughts upon things like the Home Computer Club.

3. I thoroughly enjoyed reading the interview with Probe about *Golden Axe*, if I was more excited I'd wet my nappy. Keep up the interviews.

4. The Cover tapes are well 'ard, it's good to see the oldies again (don't know about *Dominion* though).

5. I thought you said in Issue 64 that Ollie Frey would not be drawing the cover art on ZZAP! any more but when I look at Issue 65 his name is on the front. Long live Ollie.

6. And finally I couldn't be more pleased with a magazine such as yours.

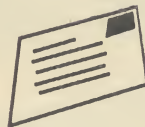
Oh well must rush to get a good front seat at the incineration room. Toodleloo.
**Edd (woo hoo) Bullock,
Happy Valley Home for
rest and perhaps sanity.**

1. There was one last issue.

2. They're alright. The introductory offers are often tempting, but remember you usually have to buy a certain number of items in the first year.

5. Oli likes to keep his hand in so he'll still be doing the odd

ZZAP! cover.
LM



FAB FERRARI

Dear Lloyd
I would like to raise many points about virtually everything I can think of.

First of all congratulations on your *Ferrari Formula One* review. I bought the game and I love it. One query though is that its lastability should go up to 99%. Marcus Geavey obviously is a div saying that it is rubbishy. It is my favourite game. Many people will find it hard at first but when you get the hang of it it's great. Marcus Geavey also thought *Pitstop II* was junk, that isn't true either. It may be a little dated but great fun with 2 players and it is very fast moving. He was right about *Powerdrift* which was overrated but you have said why so I'll press on.

Robin always complains about not having time to check all the incoming tips. There are

two solutions to his dilemma. He must either hire someone to check all the tips or put a little star or something next to the tips he does check to let people know which tips will definitely work.

Point number 3 concerns the Rrap. I don't think your replies to letters recently have been very good. Example in Issue 62 Steve Williams wrote a very long and good letter. Your reply was short, pathetic and irrelevant really to the letter. It might raise a laugh or two for some people but your reply was worth 0 out of 10.

In some Rraps you have far too much stupid letters. I am not against the humour but instead of some of the humour print more serious letters which make you think a bit.

My next point is that with there being less software for the 64 doesn't make life bad for every 64 owner. In let's say a month a 64 games buyer may buy between 0 and 3 full price games. It doesn't matter that not as many games are being produced because the games that are appearing are mainly good. All that's happened is

JUST A COUPLE OF QUESTIONS?

Dear Lloyd
I am fully dedicated reader of ZZAP! from Issue 55 to 65. I own an Amiga and find ZZAP! brilliant. I have just a couple of questions on various points:

1. When I flicked through Issue 65 I noticed that all the games in the budget section were lower than 60%, you are meant to show us some bad games but what about the good ones?

2. What happened to The Geek?

3. Please print a cover disk for Amiga owners!!!

4. Get Rob to do more in the arcades

5. Should I buy *Time Machine* for my Amiga?

6. Previews, Reviews, Creature Feature and ZZAP! Rrap are brilliant and nothing can be done to improve them.

7. Please print this letter, if you don't I will.

Well that's all folks, enjoy imprisonment in stalag towers.
**John Horan, Blackrock
Ireland.**

PS. Rob killed Stu because

Phil was playing *Kick Off* and the Scorelord was at home watching a film called 'The Lobster Man From Mars' (a good friend of his). Robin says he was out on a date (who'd go out with him!!!).

●Apparently a girl called Blodwyn regularly takes her guide dog for walks with Robin! Anyway, Stu wasn't killed, well only his brain and that didn't really make much difference!

1. There simply weren't any good budget releases that month.

2. After bumping off his creator, Norman Nutz, he literally fell apart at the seams.

3. Ask the Editorial Director (but don't tell him I told you to!).

4. He says he'll do some very soon — just as soon as he gets his hands on some more petty cash!

5. It's an excellent game, though a mite frustrating: the other day Phil was juggling three sets of time zones when the phone rang, by the time he returned (just a few seconds later) he was back to square one!

6. High praise indeed!
LM



ZZAP!RRAP!



that the useless Computer Companies have left and stopped producing 64 games because they were failures, eg Grandslam. I bought *Peter Beardsley's International Football* from them. That game has long since been terminated. Notice that all the top companies still make games for the 64. Congratulations are in order for System 3, Thalamus, US Gold, Ocean, Rainbow Arts, Cinemaware/Mirrorsoft and many others such as Imageworks.

Point 5. The current reviewing team are great even though one is Welsh, one is the Scorelord and the other is stupid. If one wants to leave, chain him up and force him to stay.

Point 6. Stop using the F word or any other bad words in ZZAP!. It isn't funny and is no better than the advertising way back in Issue 40 for *Barbarian 2* and *Psycho Pigs UXB*. You said that the advertising was tasteless and so did many others so why don't you ban the F words?

Point 7. here are my top 10 games of all time.

1. Ferrari Formula 1
2. MicroProse Soccer
3. Last Ninja 2
4. Stunt Car Racer
5. Ikari Warriors
6. Project Stealth Fighter
7. Turrican
8. Silkworm
9. IK+
10. Combat School

Point 8. Message to Amiga owners number 1. This magazine will not be ruled by Amiga. The 64 was here first. There are plenty of other mags if you want Amiga coverage. I am not against Amiga coverage but I don't like them Amiga owners saying get lost to the 64. The graphics on *Turrican* (64 wise) could rival some Amiga games for great graphics and playability. Also

the sound on the *Turrican* title screen is a remix of some of the 'Transformers The Movie' music.

Point 9. Message number 2 for the Amiga owners — GO AWAY AND DIE VERY PAINFULLY.

Very last point — Honest! ZZAP! at the moment is very good on reviewing, previews and entertainment. Don't let these standards slip back to the days of Maff, Gordo and Kati.

Congratulations on your improvement!!! From one very exhausted **Simon Burke, Hatfield AL10 9DQ.**

PS. *Forgotten Worlds* is uugggh. What morons could like that?

●What's all this about using the F word? I don't think I've ever used it, but if you're of a sensitive nature I suggest not reading this month's *Wings* review: those German planes have some pretty awful-sounding names!

As for stupid letters, some people want more of them, and some can't help writing them.

LM



ASK ME ANOTHER

Dear Lloyd
I thought I'd write in to this brill mag of yours because I want a few questions answered! (Please, creep, creep)

1. How much would a Microdeal dual joystick adaptor cost? ie — A lot of people might want one of these adaptors to play such games as *Kick Off 2*, *Gauntlet 2* and *Leatherneck*!

2. When is the next ZZAP! Challenge, because I enjoy these, the best one was the *Kick Off* challenge!

3. Isn't *Kick Off 2* brilliant? — I

can win the World Cup (na na na).

4. Is there any news on the 'IGEC' chair by Mr Takemika.

5. Can I still buy a 'Powerplay Cruiser' joystick from the Zzuperstore?

6. Where are Rockford and the Panto Horse? — I loved them.

7. *Manchester United* the game is rubbish, a bit like the team, plus you haven't received it yet!

8. I agree with the Linda Lusardi Lookalike, Derek, that Phil King looks incredibly like Bruce Grobbelaar!

9. Are Anco going to release any more footy games?

10. Please, please, please print this letter 'cos it's so good (ho! ho! what a laugh). By the way are you the same Lloyd that's on the TV, on such famous shows such as 'Masterchef' and 'Through The Keyhole' (only joking)?

James Anderson, Leighton Buzzard LU7 8XG.

PS. Hello to everyone I know!

●1. It costs about £6 from most software dealers.

2. When Robin's got the guts to take someone on!

3. Yes, you flipping show-off.

4. Yes, amazingly, the news is that it was all an April Fool joke. Well I never!

5. Yes.

6. They've gone to visit Arnie Schwarzenegger on Mars.

7. What do you mean, we haven't received it? It was reviewed in Issue 65.

8. Yes, Phil says he now wants to play for England.

9. Apparently Steve Screech (yes, he is a real person!) of Anco is working on *Boot Boyz* — we don't know much about it yet, though.

LM



BRUCIE BANTER

Dear Lloyd

1. In ZZAP! No. 64 someone said Phil looked like Bruce Grobbelaar, and this could be why he's so good at *Kick Off*. Bruce is fairly good at *Kick Off*, is he the Bruce Grobbelaar of

the computer world?

2. Here's another thing, do me a favour ol' chum: ask System 3 if they would print you a chart showing when their new games come out like *Last Ninja 3*.

3. Which ZZAP! has a *Last Ninja 1* map for levels 5 and 6.

4. Which football game is the best on the market?

5. Will *Giana Sisters* be released on budget or a *Mario Brothers* game?

6. Does Phil like *Italy 1990* by US Gold?

7. What about putting some skill games on your mega tape not crazy shoot-'em-ups. *Mutants* and *Sanxion* were good.

8. What about a ZZAP! game on the Megatape like you must get Phil to collect *Kick Off* from the shops without Robin taking it from him on the way back, or Robin must herd all the sheep in the fields around the ZZAP! headquarters.

Well that's about it from me in ol' Geordie land. Still, can't waste time. Thanks for reading, BYE!

D Donohoe, Ashington NE63 8DX.

●1. I never knew Bruce played *Kick Off*. Perhaps he'll give Phil a game one day.

2. I'm afraid ZZAP! doesn't believe in such superstitious nonsense as release schedules!

3. It's Issue 29.

4. On the Amiga, *Kick Off 2*; on the C64, either MicroProse Soccer, Emlyn Hughes International Soccer, or *Kick Off 2* (very decisive of him! — Ed).

5. *Giana Sisters* will never be released (at least not in the UK). The original *Mario Brothers* by Ocean wasn't very good — I'm not sure whether it ever came out on budget. *Grandslam* (who've recently gone bust) did release the Mario-style Terry's Big Adventure — maybe some budget house will pick it up. Ubi Soft are also releasing *Twin World* on the C64.

6. Yes, but not as much as *Kick Off 2*!

7. We're aiming to put a wide variety of games on the Megatapes.

8. Robin reckoned he was going to do a ZZAP! SEUCK game, but he's been too busy (with Blodwyn).

LM

NIKKI NICKED?

Dear Lloyd

I am quite puzzled! In the C64 *Turrican* review Stu quoted Rainbow Arts's Nikki Hemming. 'Nikki Hemming,' I hear you say! Isn't she the glamorous bird who worked for Arc (Atari) as mentioned in February's The Word? Who does she belong to (!!!?) Rainbow Arts or

Atari, or is she a transvestite? Yours worriedly (?)

Harvey King, Hayes UB3 1TP.

PS. Isn't she beautiful (!!) slobber!

●It's a bit complicated, after all Nikki is in great demand. She actually works for a company called IDG Europe which does PR for Rainbow Arts and used to do the same for Arc.

LM

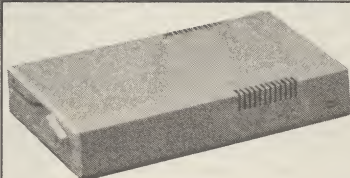


Well, that's about it for another month. Next issue, we'll be celebrating Christmas — doesn't time fly? — so send those cards in early to Newsfield, Lloyd 'I'm Free' Mangram, The ZZAP! Mill, Ludlow, Shropshire SY8 1JW. And I'm sure we'll get the usual quota of crackers! See ya.

£550 of Amiga A500 equipment only £399.

Includes computer, joystick,
Back to the Future 2, Days of Thunder,
Beast 2, Night Breed, Deluxe Paint 2,
mouse controller, TV modulator,
PSU, manual, mouse mat

Screen Gems Pack



Oceanic 5 1/4" slimline disk
drive for CBM 64/128 only
£109.95 including 10 blank
disks.



Commodore 64 Night Moves/Mindbenders pack only
Commodore 64 console pack including 4 super games
Amiga Flight of Fantasy Pack

£159.95
£99.95
£399.00

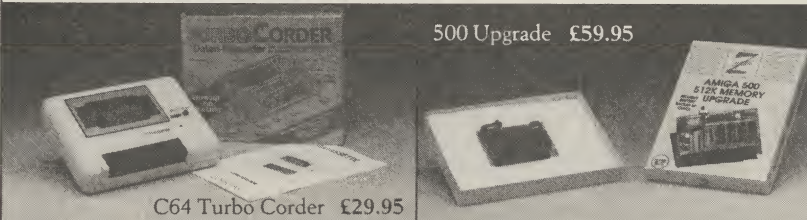
MONITORS & LEADS

Philips 8833 Medium Res Colour/ Stereo (including lead)	£249.00
Commodore 1084 Colour Monitor (including leads)	£239.00
Philips Commodore Mono Monitor	£79.95
CBM to Mono Monitor Lead	£5.99
Amiga to Scart/21 Pin Euro Connector	£13.95
Amiga to Ferguson Lead	£9.50
C64/128 to Colour Monitor	£4.50
TV/Computer Aerial Switching Unit	£3.99
Computer-TV Lead	£2.50
Thingy De-Luxe Copy Holder	£6.99
Philips TV Tuner for 8833 Monitor	£69.95

PRINTERS & ACCESSORIES

Citizen 120D+ inc. Parallel I/Face	£149.95
NEC P2200 24 Pin	£299.00
Panasonic KX-P1081	£179.95
Panasonic KX-P1124 24 pin	£299.00
Star LC10 Colour (State CBM/Parallel)	£229.95
Star LC10 Mono (Parallel)	£179.95
Star LC24/10 24 Pin	£299.00
Amiga to Centronics Lead	£8.99
C64 Printer Connector for CBM Printers	£4.50
Box 2000 Fanfold Plain Paper 11" x 9 1/2"	£16.95
1000 1 Across Labels	£7.95
Citizen 120-D Ribbons 2 for	£7.95
Panasonic 1081 Ribbons 2 for	£7.95
Star LC10 Black Ribbons (Nylon) 2 for	£7.95
Star LC10 Colour	£7.95
Panasonic 1124 Ribbon	£9.95

500 Upgrade £59.95



C64 Turbo Corder £29.95

Light Fantastic Upgrade £39.95



Disk Box (80 3 1/2" disks)
£10.95

A500 Starter Kit
£69.95

STARTER KIT

RING 051-630 3013 TO ORDER

(Free catalogue with first order) or send £1.50 for catalogue (refunded with first order).

Answerphone 6.00 p.m.-9.00 a.m. (Satellite Catalogue Available) Full 12 months guarantee.

CHEQUE GUARANTEE NUMBER MUST BE WRITTEN ON THE BACK OF ALL CHEQUES TO AVOID DELAY
OVERSEAS CUSTOMERS NOTE: Postgiro International accepted. NOT Postbank Postcheque. Books not taxable - Europe add £5. Non
Europe add £10. We reserve the right to charge carriage at cost.
UK POSTAGE AND PACKING: Items under £50 add £2. Items under £100 add £5. Items over £100 add £10 for Group 4 Courier ensuring
delivery the day after the despatch. Overseas customers (Europe); Full price shown will normally cover carriage and free tax. Non Europe add
5% to total.

DISK DRIVES & LEADS

CBM 1541 II Disk Drive	£129.95
Amiga A590 20mg Hard Disk	£399.00
Cumana 1mg 3 1/2" DS Amiga Drive	£89.95
Q-Tec 1mg Amiga 3 1/2" DS Drive	£79.95
3 1/2" Disk Cleaner 3 1/2" DS Drive	£9.95
TDK 3 1/2" DSDD (World's No. 1) 10 for	£14.99
TDK 5 1/4" DSDD (World's No. 1) 10 for	£8.50
Lockable Disk Box (Holds 40 3 1/2")	£7.50
Lockable Disk Box (Holds 100 5 1/4")	£8.50
100-5 1/4" Disks plus above Disk Box	£39.95

DATA RECORDERS & ACCESSORIES

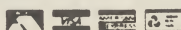
Load-It Dataorder C64/128	£39.95
Turbo-Corder for C64/128 C16 to C64 Tape Lead Converter	£29.95
C15 Data Cassettes 10 for	£6.99

SPARES

Amiga Replacement Power Supply	£49.95
Micromate Commodore 64 PSU	£24.95
Bowthorpe Anti Surge Plug	£15.95
4 Way Apollo 810 RF/Anti Surge Trailing Socket	£26.95

MISCELLANEOUS

Commodore 64C Dust Cover	£7.95
Amiga Dust Cover	£8.95
Amiga Mouse	£29.95
Mouse Holder	£4.95



MICROSNIPS

Making technology work for you!



COMPETITIVE CBM REPAIRS



AT
DIGITECH 90 (TELFORD)
LOW COST\DIAGNOSTIC QUOTATION
ON

64/C -A500 -A2000 ETC
DISCOUNT FOR BRITISH ASSOCIATION OF
COMPUTER CLUBS AFFILIATED CLUB MEMBERS.
TEL (0952)292374 FAX 292396

SAME DAY
SERVICE
(CALLERS)
C64 ONLY

HINDLEY ELECTRONICS

The Computer Repair Specialists

FAST

NORMAL
TURNAROUND
24-48 HOURS
(POSTAL)



EXPERT COMPUTER REPAIRS COMMODORE-SINLAIR-AMSTRAD-ATARI



STANDARD CHARGES

(inc VAT please add £3.50 return postage - fully insured)

Commodore C64	£30	Commodore 128	£35	Commodore C16	£26
Commodore C64C	£32	Commodore +4	£28	Commodore VIC 20	£18

Amiga 500 £40 (Excl. disc drive)

Please send power unit with computer.

★ SPECIAL ★

DF0/DF1 change over switches fitted £15 or FREE with standard Amiga/ST repairs, on request.
1540/1541 Disc Drive £35 PRINTERS - Please ring for details

3 MONTHS "NO QUIBBLE" WARRANTY ON ALL REPAIRS

★ TRADE REPAIRS UNDERTAKEN ★

QUALITY 3 1/2" DISCS - Sony unbranded - From 52.5p
Quantity discounts - ring for details.

HINDLEY ELECTRONICS Unit 110, 97 Market Street, Hindley, Wigan WN2 3AA Tel (0942) 522743
Computer repairs requiring same day service please ring before calling and add 20% to standard charge. Disc drive repairs do not include replacement of motors or heads. Standard charges do not include repairs to external items eg power units, tape recorders, joysticks etc. A surcharge may be levied for machines that have sustained severe damage eg fire, flood, tamper.

STRATEGY

BLITZKRIEG AT THE ARDENNES: The plan was to quickly strike weakened Allied lines in Belgium and Luxembourg and to break through and move quickly to the Meuse to capture the Liege and finally Antwerp. Take over and simulate one of history's greatest battles. Features includes V-2 Rocket attacks, German saboteurs, Paratroopers, Artillery, Supply and one or two players. Amiga 512K version £28.95 1 meg ver £29.95.

PHANTASIE III: This time, the Dark Lord Nikademos has set his evil sights on conquering the entire world. Your group will traverse an entire continent, battling the Dark Lord's ugly hordes and exploring dungeons for clues that will ultimately lead you to Nikademos - and to the Final Confrontation. C64 disk £19.95.

MICROLEAGUE WRESTLING: Featuring HULK HOGAN, decide which moves to make - body slam, leg drop - all the authentic moves of each wrestler. Includes two great wrestling match-ups: HULK HOGAN vs RANDY SAVAGE and HULK HOGAN vs TED DIBIASE. Interactive strategy determine the action and outcome of each match. Amiga £29.95 C64 disk £19.95

QUESTRON II Offers an experience in fantasy gaming so awe-inspiring, it surpasses even its legendary predecessor. The beautiful visual presentation of the magical world - from the wilderness and towns to the countless characters and monsters - is truly breathtaking. It's the closest you can come to real fantasy. Amiga £24.95. C64 disk £19.95 (Questron I is also available. C64 disk £19.95)

CLUE BOOKS: £6.95 each COLONELS BEQUEST, CONQUEST OF CAMELOT, GOLD RUSH, HEROS QUEST, KINGS QUEST I, II, III OR IV, LEISURE SUIT LARRY I, II OR III, POLICE QUEST I OR II, SPACE QUEST I, II OR III, £7.95 each: BARDS TALE I, II OR III, CHAMPIONS OF KRYNN, CURSE OF AZURE BONDS, DRAGON WARS, DRAGONS OF FLAME, DUNGEONMASTER, ELITE, HILLSFAR, KEEP THE THIEF, MANIAC MANSION, MARS SAGA, MIGHT & MAGIC I or II, NEUROMANCER, POOL OF RADIANCE, SENTINEL WORLDS, STARFLIGHT, SWORDS OF TWILIGHT, WASTELAND or ZAK McKracken, 688 ATTACK SUB, INDIANA JONES ADV. SECRET OF SILVER BLADES £8.95 each: ULTIMA III, IV, V or VI

Mail order only. Please allow 28 days for delivery. Please make cheques and postal orders payable to CINTRONICS LTD. Free post and packaging within the UK. Europe add £2 per item. Overseas £4 per item.

CINTRONICS LTD, RICHARD HOUSE, 30-32 MORTIMER STREET, LONDON W1N 7RA

**24
HOUR**

COMMODORE 64 REPAIRS AND SPARES

TELEPHONE

0457 866555
0457 867761
0457 869499

OR BRING IT IN TO US FOR WHILE-YOU-WAIT REPAIRS - AROUND ONE HOUR

VISA

MANCHESTER CITY
CENTRE BRANCH NOW
OPEN FOR WHILE
YOU WAIT REPAIRS
MON - SAT 10-5.

NEED YOUR COMPUTER REPAIRED FAST?

FED UP OF WAITING WEEKS FOR YOUR COMPUTER
TO ARRIVE?

OPEN
7 DAYS
A
WEEK

WHILE
YOU WAIT
REPAIRS

THEN WAIT NO LONGER- The VideoVault have been servicing C64 since 1982, we are the no. 1 Commodore Service Centre servicing 1000's of machines each week.

WE DON'T JUST REPAIR YOUR COMMODORE 64- we check loading, sound, memory, colour, in fact fully overhaul your computer for only £40.00 - which includes all parts, labour, VAT and return postage + packing - **NO HIDDEN EXTRAS.** Your Commodore 64 computer will be repaired to give you years of troublefree enjoyment. (please note power supply units are not repairable and would need to be replaced. These are available from us at £35.00).

VideoVault Ltd

Send your computer now to -
VideoVault Ltd, Old Kingsmoor School,
Railway Street, Hadfield, Cheshire SK14 8AA
Telephone: 0457 866555/867761/869499 Head Office & Credit Card orders, queries.
Manchester 061-236 0376 while you wait repairs & spares centre only.

COMMODORE 64/VIC POWER SUPPLY UNIT



Replacement
Power Supply
Units
only £35.00
+ £2.35 p+p

(If we find the computer is
unrepairable due to tampering there
will be a handling charge of £10.00).

NEW THE VIDEOVAULT COMPUTER COMPANION EDITION HOT OFF THE PRESS

New bigger catalogue now available
containing over 3,000 items including software
for all computers, joysticks, spare parts,
business software, books, plus many more.
Just send 3x 1st class stamps for your free copy.
Over 25 pages full of top quality products
delivered to your door by return post.

VideoVault
LIMITED
SEND
FOR
OUR NEW
CATALOGUE
Now

**NEW
CATALOGUE
NOW AVAILABLE
OVER 3,000
ITEMS**

Copyright VideoVault Ltd No. 092072

WE NOW HAVE FAX: (0) 457 868946



codemasters storm charts!

● Win a superb Sony CD Discman!

After a fairly quiet summer, CodeMasters have come back in style with four new compilations and a clutch of top-notch new games. The compilations have already rocketed up the charts, and the new games are bound to follow, making CodeMasters the UK's number three software company, according to the *value* of games sold. They probably sell more games than anyone!

The four new compilations each contain four games. **Quattro Combat** includes *Thunderbolt*, *SAS Combat Simulator*, *Ninja Massacre* and *Arcade Flight Simulator*. **Quattro Sports** features *Grand Prix Simulator*, *Pro Ski Simulator*, *Pro Snooker Simulator* and *BMX Simulator*. **Quattro Power** packs in *Moto X*, *Pro Powerboat*, *ATV Simulator* and *Twin Turbo V8*. **Quattro Adventure** has *Vampire*, *Ghost Hunters*, *Super Robin Hood* and *Dizzy*. Dizzy!? Arcade adventures they mean! All four compilations sell for a measly £2.99.

For future compilation megastardom look no further than the budget selection for a trio of top-notch hits such as *Tilt*, *Kamikaze* and *Kwik Snax*. It all means CodeMasters are bound for ever more success in selling to us computer gamers.

And, cor blimey missus, have they got a super prize to



give away? Have they? Oh yes, it's a mega-brill portable Sony CD Discman!

And there's more: ten lucky runners-up win a trendy CodeMasters T-shirt, each!

All you have to do is pick up

the phone and call the ZZAP! Hotline on

0898 555085

(Calls charged at 33p per min off-peak, 44p per min standard/peak)

...and listen to the questions. Write down the answers (preferably the correct ones) on the BACK of a postcard (or sealed envelope) and send it to Newsfield, **CRUCIAL CODEMASTERS COMP**, The ZZAP! Mill, Ludlow, Shropshire SY8 1JW. Usual comp rules apply and entries must reach us by November 28 at the latest.



THE ULTIMATE CARTRIDGE COMES OF AGE!

ONLY
£34.99
POST FREE

THE ACTION
REPLAY Mk VI
WILL LOAD A 200
BLOCK PROGRAM
IN UNDER 6
SECONDS

NOW

ACTION REPLAY Mk VI

IS HERE!

**THE MOST POWERFUL, FRIENDLY AND FEATURE PACKED UTILITY
CARTRIDGE EVER CONCEIVED!**

● **TURBO LOADER** - Load 202 block program in under 6 seconds - world's fastest disk serial loader. On-board RAM and ROM achieves high loading speeds. Works with 1541/1571/Oceanic/1581.

● **INFINITE LIVES GENERATOR** - Automatic infinite lives!! Very easy to use, works with many programs. No user knowledge required.

● **PROF MACHINE CODE MONITOR** - Full 64K Freezer Monitor - examine ALL memory, including stack, I/O area and registers in their frozen state. Ideal for de-bugging or just for fun!

● **SPRITE CONTROL** - Freeze the action and view the sprites - watch the animation - customise your games - kill sprite collisions.

● **FREEZER FACILITY** - Now you can make your old slow loading programs load faster. Simply freeze the action and save to tape or disk to reload, independently, at superfast speed - no more waiting for programs to load.

● **DISK COPY** - Easy to use disk/file copier. Much faster than conventional methods. Ideal for backing up data disks.

● **TAPE TURBO** - This feature will add Turbo Reload to the programs that you save to tape - no user knowledge required.

● **FAST FORMAT** - Format an entire disk in about 10 seconds - no more messing about.

● **PRINTER DUMP** - Print out your frozen screen to printer - MPS 801, 803, Epson, Star, etc. - very versatile.

● **CENTRONICS INTERFACE** - For parallel printers, Star, Epson, etc. Print out listings with graphic characters etc. (Cable required for parallel port £12.99).

● **SCREEN EDITOR** - Now you can edit the entire frozen screen with this text editor - change names on high scores, etc. Great fun!!

● **EXTENDED TOOLKIT** - Many single stroke commands for Load, Save, Dir, etc. Plus range of extra commands, i.e. Auto Number, Old, Delete, Merge, Append, Linesave, etc.

GRAPHICS SUPPORT UTILITIES DISK

SLIDE SHOW - View your favourite screens in a slide show type display

BLOW UP - Unique utility allows you to take any part of a picture & "blow it up" to full screen size

SPRITE EDITOR - A complete sprite editor helps you to create or edit sprites

MESSAGE MAKER - Any screen captured with Action Replay or created with a graphics package can be turned into a scrolling screen message with music

ONLY £9.99

THE REVIEWERS SAID...

"I'm stunned, amazed and totally impressed. This is easily the best value for money cartridge. **THE CARTRIDGE KING!**"
COMMODORE DISK USER

WARNING 1988 COPYRIGHT ACT WARNING

Date! Electronics Ltd., neither condones or authorises the use of its products for the reproduction of copyright material.

The backup facilities of this product are designed to reproduce only software such as Public Domain material, the users own programs or software where permission to make backups has been clearly given. It is illegal to make copies, even for your own use, of copyright material, without the clear permission of the copyright owner, or the licensee thereof.

HOW TO GET YOUR ACTION REPLAY Mk VI
TELEPHONE (24 Hrs) - 0782 744707 - CREDIT CARD ORDERS

WE WILL DESPATCH YOUR ORDER QUICKLY & EFFICIENTLY TO ENABLE YOU TO START RECEIVING THE BENEFITS OF YOUR PURCHASE WITHIN DAYS, NOT WEEKS.

ORDERS NORMALLY DESPATCHED WITHIN 48 Hrs. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO...



DATE! ELECTRONICS LTD.,



GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND
TECHNICAL/CUSTOMER SERVICE 0782 744324

THE MAGNIFICENT ZZAP! MEGATAPE 11

RIMRUNNER

● (Palace)

On the very edge of known Space, far from the systems of Man, the Insectoid race travel between the stars, colonising uninhabited and long dead planets, despite constant attack from the hostile Arachnoids.

To protect their colonies the Insectoids use force shields designed to repel any large metallic objects — such as Arachnoid stormtroopers.

To maintain these protective bubbles at full power the force shield generators use vast quantities of energy and need regular recharging.

To meet this need an elite group of Insectoid warriors was created. Using reptilian mounts, known as Runners, bred for speed and endurance, the warriors patrol the colony perimeter, recharging the generators and destroying any hostile lifeforms or Arachnoid

probes that may have penetrated the shield.

Thus was born the legend of the RIMRUNNER.

GAMEPLAY

You must maintain the force shield generators for the allotted time period. You will then be reassigned to a new colony.

Each colony is equipped with four spare Runners which will be sent out as they are needed.

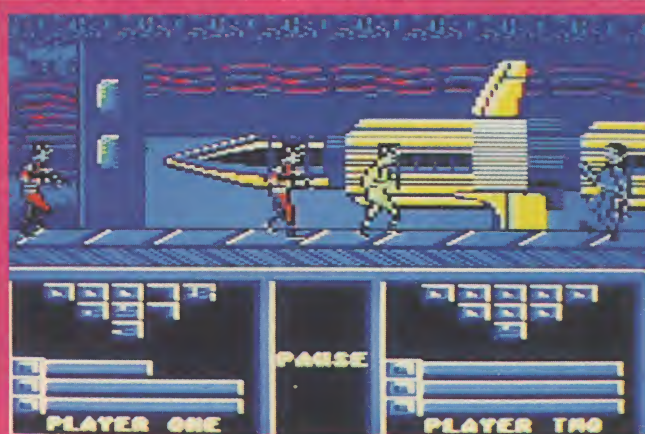
Any generators that require recharging will flash red on the locator. You are not able to recharge a generator while riding, only while on foot.

CREDITS

© Palace Ltd 1990.

The program and data are copyright and may not be reproduced in part or in total by any means without the written permission of Palace Ltd. All rights reserved.

INSTRUCTIONS!



THUNDERFORCE

● (Hewson)

SCENARIO

In the year 2187, a criminal group has taken you and your partner as prisoners in a very deep and cold dungeon. This dungeon is very well defended and it is very difficult to escape alive.

The guards are very humane in the beginning but as they see that you are still trying to escape they start using more powerful weapons to stop you. They call robots, aliens and sledges to help them stop you. As the game proceeds the attackers are getting more and more nervous about your escape and they are trying harder and harder to stop you. If you escape from the caves, the criminals have lost a very important hostage.

You have been captured because you have some top secret information about the underground chemical factories the bandits are running. Try to avoid the deadly sledges, the aliens, the bullets and the security guards and reach the end of the long and hard escape before your time runs out.

CONTROLS

Player one joystick in port one.
Player two joystick in port two.

Joystick left — move left.
Joystick right — move right.
Joystick up — jump.
Joystick down — duck.
Fire — use your fists or releases your gun and activates the shield if chosen.

PLAYING THE GAME

At the beginning of each level the only weapon you have is your fists, but later on you will find:

1. A gun — this destroys men, aliens and sledges.
2. A shield — this weapon destroys everything close to you.
3. Stones — this weapon destroys all it meets on its way.
4. A ball — the ball is able to destroy all it meets on its way except the boomerang.
5. The boomerang — eliminates all enemies including the aliens. After releasing weapons 3, 4 and 5, duck for shooting the sledges.

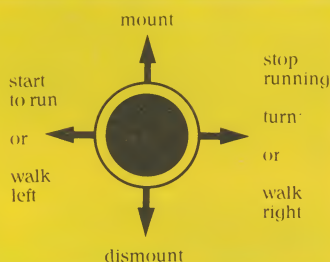
CREDITS

©Hewson Consultants 1987.
The program and data are copyright and may not be reproduced in part or in total by any means without the written permission of Hewson Consultants Ltd. All rights reserved. No responsibility is held for any errors.



CONTROLS

For a left-facing Insectoid/Runner (reverse these instructions when facing right)



FIRE = start or restart

P = pause

Q = quit

FUTURE BASKETBALL



A futuristic basketball simulation with sinister and barbaric rules. Play to win, play to survive!

Available October 1990.

ATARI ST COMMODORE AMIGA £24.99

HEWSON

For Mail Order send a cheque/P.O. to Hewson Consultants Ltd, Order by credit card by sending your Access/Barclaycard number, and enclose a specimen signature. Don't forget to enclose your name and address.

Hewson, Milton Park, Milton, Oxon. OX14 4RX. Tel: (0235) 832939 Fax: (0235) 861039

As part of our continuing development of innovative Software we are always happy to evaluate software sent to us with a view to publication.

ZORK

• (Infocom/Activision)

Many strange tales have been told of the fabulous treasure, exotic creatures and diabolical puzzles in the Great Underground Empire. As an aspiring adventurer, you will undoubtedly want to locate these treasures and deposit them in your trophy case. You'd better equip yourself with a source of light (for the caverns are dark) and weapons (for some of the inhabitants are unfriendly — especially the thief, a skilled pickpocket and ruthless opponent).

GETTING STARTED

Here are a few inputs for you to try at the first several prompts. After typing each input, don't forget to press RETURN:
 >LOOK AT THE MAILBOX
 >OPEN THE MAILBOX
 >INVENTORY
 >LOOK AT THE HOUSE

To move from place to place, type the compass direction you want to go. When you begin playing, it's a good idea to become familiar with your surroundings by exploring every location and reading each description carefully. As you explore the Empire it is helpful to make a map of the geography.

SPECIAL COMMANDS

There are number of one-word commands which you can type instead of a sentence:
 AGAIN — Repeats your previous sentence. You can abbreviate

AGAIN to G.

BRIEF — This gives you the full description of a location only the first time you to enter it. On subsequent visits you are only told the name of location and objects present. This is the default setting, changed by using the VERBOSE or SUPERBRIEF commands.

DIAGNOSE — Gives a medical report of your physical condition. This is particularly useful if you have just survived a dangerous battle or if you are under the effects of a magical spell.

INVENTORY — Lists what you're carrying.

LOOK — Describes your location in full detail. Abbreviated to L.

OOPS — If you accidentally mistype a word, you can correct it on the next line by typing OOPS and the correct word. For example: you type GET SORWD and are told, 'I don't know the word "sorwd".' You could then type OOPS SWORD.

SAVING AND RESTORING

It will probably take you many days to complete *Zork*. Using the SAVE command, you can store the game position on a blank cassette.

CREDITS

© Activision UK Ltd 1990.
 The program and data are copyright and may not be reproduced in part or in total by any means without the written permission of Activision UK Ltd. All rights reserved.



varied four levels. See previews for more pics!

OFFICIAL SWIV INSTRUCTIONS

Just put a joystick in port 2 and blast everything in sight. Well you'll have to think your way through some sections and some nasties get even nastier if you shoot them, but you get the picture!

CREDITS

© The Sale Curve Ltd 1990.
 The program and data are

copyright and may not be reproduced in part or in total by any means without the written permission of The Sales Curve Ltd. All rights reserved.

ZZAP! MEGATAPE 11 © 1990.

If your amazing ZZAP! Megatape proves to be faulty, have no fear. Just bung it in a jiffy bag and send it to Newsfield, The ZZAP! Tape Clinic, Ludlow, Shropshire SY8 1JW.

Kitchen Score: 1828
 northeast. In one corner of the house is a small window which is slightly ajar.
 >open window
 With great effort, you open the window enough to allow entry.
 >enter
 Kitchen
 s are in the kitchen of the white house. A table has been used recently for the preparation of food. A passage leads west and a dark staircase leads upward. A chimney leads down and to the east is a small window which is open. A bottle is sitting on the table. The glass bottle contains:
 a quantity of water
 On the table is an elongated brown sack, smelling of hot peppers.
 >

SWIV DEMO

• (The Sales Curve/Storm)

Not the sequel to the sizzling *Silkworm*, merely inspired by that superb coin-op conversion, *Swiv* nevertheless seems destined for mega-success as one of the best blast-'em-ups of the year. Random Access, the programmers of *Ninja Warriors* and *Silkworm*, have dropped a

familiar helicopter and jeep team into a vertically-scrolling combat zone. In the finished game you can choose which vehicle to control, or have simultaneous two-player action. Giant multi-part copters, super tanks and weird birdlike creatures are all being programmed into the

ZZAP! 64 MEGATAPE 11 IS BROUGHT TO YOU BY ZZAP! 64!

IT CONTAINS THE FOLLOWING GAMES:
A. RIMRUNNER by PALACE THUNDERSTRIKE by HEWSON

B. SWIV by STORM ZORK by ACTIVISION

ALL RESPECTIVE COPYRIGHT INFORMATION CAN BE FOUND ON PAGES 31/33 OF ZZAP! 64!

ENJOY THIS CASSETTE

ZZap! Megatape 11 • Magnificent!

ZZap! Megatape 11 • Magnificent!

**THE
WORLD'S
LARGEST
CHAIN
OF
AMIGA
CENTRES**

THE REVENGE OF MR DIAMONDS DIRTY DOZEN

WHY SETTLE FOR LESS!!!

Southampton
(0703) 232777
Fax 232679
Poole (0202) 716226
Fax 716160
London (081) 597 8851
Fax 590 8959
Midlands
(0926) 312155
Fax 883432
Bristol (0272) 693545
Fax 693223
Eire (061) 376744
Fax 376470
Manchester (061) 834 4383

DIAMOND PACK 1C

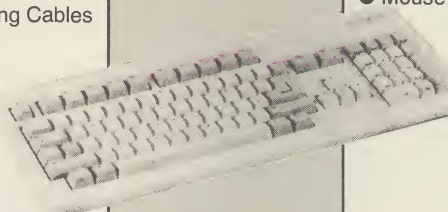
DIAMOND DIRTY DOZEN
ALL OUR AMIGA A500 PACKS CONTAIN MACHINES
WITH THE FOLLOWING STANDARD FEATURES

- 512K RAM
- 1 Meg Disk Drive
- 4096 Colours
- Multi Tasking
- Mouse
- Built-in Speech Synthesis
- Two Operation Manuals
- Operating System Disks
- All Appropriate Connecting Cables
- 1.3 Kick Start

REVENGE OF THE DIRTY DOZEN.
PACK 1C

Nightbreed, Back to the Future 2, Days of Thunder, Shadow of the Beast 2, Chess Player 2150, Datastorm, Dungeon Quest, Emotion, Grand Master Slam, Kid Gloves, Rick Dangerous, RVF Honda, Shufflepuck Cafe, Soccer Joystick, Workbench Disk, Extras Disk, Tutorial Disk, T.V. Modulator and over 100 PD Programmes, + 2 Mystery Games.

£399.00
Including VAT.



**CLASS OF
90's PACK
£499.00**

DIAMOND PACK 1D

FLIGHT OF FANTASY

- 512K RAM
- 1 Meg Disk Drive
- 4096 Colours
- Multi Tasking
- Mouse
- Built-in Speech Synthesis
- Two Operation Manuals
- Operating System Disks
- All Appropriate Connecting Cables
- 1.3 Kick Start

AMIGA A500
PACK 1D.

F29 Retaliator, Rainbow Island, Escape From The Planet of The Robot Monsters, Chess Player 2150, Datastorm, Dungeon Quest, Emotion, Grand Master Slam, Kid Gloves, Rick Dangerous, RVF Honda, Shufflepuck Cafe, Soccer Joystick, Workbench Disk, Extras Disk, Tutorial Disk, T.V. Modulator and over 100 PD Programmes, + 2 Mystery Games.

£399.00
Including VAT.

DIAMOND Z501

- ★ TWO YEAR WARRANTY
- ★ BATTERY BACKED
CLOCK/CALENDAR
- ★ FREE UTILITIES DISK
- ★ ON-OFF SWITCH

D501 + FANTAVISION + SPRITZ
+ COMIC SETTER £79.95

£32.95 INC VAT

£44.95 INC VAT: "IT CAME FROM
THE DESERT"

+ FREE DELIVERY IN EUROPE
OR £49.95 WITH PHOTON PAINT 2

NEW 8MB RAM BOARD
2MB P&P £149.00

DIAMOND PACK 2

If you thought the above
Diamond Packs were good
value just look at our
Diamond Pack 2!

SAME AS PACK 1C BUT
WITH PHILIPS COLOUR
MONITOR (U.K.)
WITH 1084/S

£629.00
WITH 8833 £625.00
INCLUDING VAT

DIAMOND PACK 3

AS PACK 2 BUT WITH HIGH QUALITY 24 PIN
COLOUR PRINTER

ONLY £759.00
INC VAT

DIAMOND PACK 4

2 1/2 MB FLIGHT OF FANTASY

ONLY £499.00
INC VAT

DIAMOND - THE NAME YOU CAN TRUST EXPORT HOTLINE (0272) 693 545
EXPORT FAX NO (0272) 693 223

Diamond Computer Systems Ltd
406 Ashley Rd, Upper Park Stone,
Poole. BH14.
Diamond Computer Systems Ltd
84 Lodge Road, Southampton.
LAN Computer Systems Ltd,
1045 High Road, Chadwell Heath,
Romford.
LHC Microsales, 121 Regents St.,
Leamington Spa, Warwickshire.
Diamond Computer Systems Ltd
227 Filton Avenue, Bristol.
Diamond Computer Systems Ltd,
Ballina, County Clare, S. Ireland.
Manchester, 188 Deansgate, Manchester.

CHIP SHOP PRICES

WE ONLY SELL NEW CHIPS

A590 CHIPS
0.5 MB £29.95 INC VAT 1.0 MB £58.95
INC VAT
2.0 MB £115.00 INC VAT
A590 £319 + VAT
A590 2 MB POPULATED £399 + VAT
8 UP BOARD CHIPS
2 MB £109 + VAT 6 MB £319 + VAT
4 MB £219 + VAT 8 MB £429 + VAT
8 UP BOARD/SUPRA ONLY £160 + VAT
8 UP BOARD 2 MB POP £279 + VAT

★ **SPECIAL** ★
DIAMOND DRIVE
THRU PORT
ON/OFF SWITCH

ONLY £49.95 INC VAT
WITH 10 BLANK DISKS
£53.95 INC VAT
WITH METAL CASE £64.95

SUMMER SALE NOW ON MIL

WE ARE PARTICIPATING IN THE
COMMODORE UPGRADE OFFER AND WE
ARE GIVING AWAY 1 FREE MEGA BYTE. IF
YOU HAVEN'T RECEIVED YOUR MAILSHOT
OR REQUIRE OTHER DETAILS
PLEASE CALL.

YOUR AMIGA 500 IS WORTH OVER £800!!

When you part exchange it for
a B2000 with an autoboot hard
disk!

**PART EXCHANGE YOUR AMIGA 500
1.3 KICKSTART WITH 1/2 MEG UPGRADE
GET AN AMIGA 2000 FOR £499 INC. VAT**
Phone or call in to a Diamond Store for details!

RENDALE 8802
GENLOCK
£179 INC VAT

FLICKER FIXER
£259

PRICE BREAKTHROUGH
A590 2MB POPULATED
£399 INC VAT + DELIVERY
INCLUDES CONNECTING LEADS

VIDI AMIGA
£99 INC VAT

CAMERA
£199 INC VAT

VIDI + CAMERA
£289 INC VAT

CITIZEN SWIFT
COLOUR 24 PIN
PRINTER
£295

DIAMOND MULTISYNCH
MONITOR
£295

OKIMATE 20
FANTASTIC QUALITY 24
PIN COLOUR PRINTER
£149 incVAT



MUSIC X
The Ultimate
Music Package
Full Blown
Version £69.00
inc VAT

SONIX V2
£24.95

**47MB Autoboot, Fast File System Hard Disk
for B2000 - only £395 40MS £395 - 28MS
£435 - 111 MB, 23MS £695**

HIGH QUALITY 3.5" BULK DISKS

INC VAT	INC VAT
10	5.00
25	12.00
50	23.00
100	45.00
200	80.00

Add £4.95 for 80 capacity box
AUTOBOOT 20MB HD & CONTROLLER FOR UPTO 7
DEVICES ONLY £199.00 + VAT

DIAMOND CONFIGURED PACKS:

AT System
Amiga B2000
AT Bridgeboard
2090A 20 MB Autoboot HD
Colour Monitor

XT System
Amiga B2000
XT Bridgeboard
2090A 20MB Autoboot HD
Colour Monitor

Basic System
Amiga B2000
2090A 20MB Autoboot HD
Colour Monitor

Audio System
Amiga B2000 + 2090A
Colour Monitor
Music X & Midi Interface

Visual System
Amiga B2000 + 2090A
A2300 Genlock
Deluxe Video's

**Phone for our
incredibly low prices
on the above
systems!**

COLOURPIC

Real Time Frame
Grabber

£489 inc VAT

SOFTWARE CLUB

For just £20 a year you can obtain 30%
discounts on software!
Call with your credit card handy to
obtain your free mouse mat!

Comic Setter, Fantavision & Spritz	£34.99
Netherworld	£5.00
Star Wars	£5.00
Bombuzal	£5.00
Clownomania	£5.00
Saint & Greavsie	£5.00
Table Tennis	£5.00
Paperboy	£5.00
Mike Reid's Pop Quiz	£5.00
Baal	£5.00
Menace	£5.00
Bloodmoney	£5.00
Amegas	£5.00
The Art of Chess	£5.00
Barbarian	£5.00
Buggy Boy	£5.00
Ikari Warriors	£5.00
Insanity Fight	£5.00
Mercenary	£5.00
Terrorpods	£5.00
Thunder Cats	£5.00
Sonix	£24.95

PRINTERS

All printers in our range are dot matrix and include
the following features...
Standard centronics parallel port for direct connection to
Amiga, PC's, ST, Archimedes etc. Tractor and friction
paper feeds.

PANASONIC KXP-1124	£199
24-PIN D. MATRIX PRINTER	
OKIMATE 20	
24-PIN COLOUR THERMAL	
DOT MATRIX PRINTER	£159
STAR LC-10 MONO	
Multiple font options from front panel, excellent paper handling C64/128 version available.	£125
STAR LC-10 COLOUR	
Colour version of the popular LC-10, allowing the effect of fullcolour on screen dumps (requires colour printer driving software). C64/128 version available.	£169
STAR LC-24-10	
24 Pin version of the popular LC series with exceptional letterprint quality	£199
STAR XB 24-10	
24 PIN COLOUR PRINTER	£439
(INCLUDES COLOUR OPTION)	
CITIZEN SWIFT	
COLOUR 24 PIN PRINTER	£295
CITIZEN SWIFT	
MONO 24 PIN PRINTER	£249

MONITORS

PHILIPS 8833 (U.K.)
COLOUR MONITOR WITH
STEREO SOUND

ONLY £199

DIAMOND MULTISYNCH
MONITOR

ONLY £295

COMMODORE 1084/S MONITOR

ONLY £199

DIAMOND 3D MULTI SYNC
MONITOR

£379

ALL PRICES EXCLUDE VAT. COURIER £5. NEXT DAY SERVICE £10.
E & OE. All prices correct at time of going to press and are subject to change without notice.

ILLION £ STOCK CLEARANCE

Quickjoy

Joysticks

EUROPE'S TOP SELLING RANGE

SV.120-JUNIOR STICK
Twin Fire Buttons.
Hand Held. £ 5-95



SV. 401-SG Fighter
For Sega
6 Microswitches
Autofire
L.E.D. Function
Indicators.
£ 14-95



SV.125-SUPERBOARD
10 Microswitches
Digital Stopwatch
Autofire.
£ 17-95



SV.126-JETFIGHTER
6 Microswitches.
New Pilot Grip.
Autofire.
£ 13-95



SV.127-TOP STAR
Steel Shaft
Microswitches.
Autofire.
£ 23-95



SV.124-TURBO
6 Microswitches.
Autofire.
£ 8-95



SV.128-MEGABOARD
8 Microswitches.
Stopwatch &
Countdown Timer
Autofire.
£ 24-95



SV.119-JUNIOR
Twin Fire Buttons.
£ 4-95



II PILOT



£ 6-95

SV.122

SUPERCHARGER



£ 9-95

SV.123

M6 IBM PACK



£ 29-95

SV.202/3

M5 FOR IBM PC.



£ 17-95

SV.201

QUICKJOY JOYSTICKS. Leading in design, technology and choice. Check out the range and features. Buy with confidence.

*Now available from Selected Branches of...



WH SMITH

John Menzies

BOOTS

Virgin

Selfridges

Hamleys

Software

PLUS

.... and all good computer dealers.

*Subject to Availability



Unit 27 Northfield Industrial Estate, Beresford Avenue, Wembley, Middlesex HA0 1NU England.

Telephone: 081-900 0024

Facimile: 081-903 6625

BUDGET!



BLITZ!

loads of
games for
not much
cash!

★ pocket money purchases ★

CALIFORNIA GAMES

● Kixx, £2.99 (Rerelease)

Yo! Dig out your most fluorescent T-shirt, put on your flashiest Bermuda shorts (could be chilly this time of year but ne'er mind) and wrap a pair of shades around your peepers! It's time for the hippest, most radical of all the Epyx Games, where up to eight players can compete in six cool West Coast events.

First up it's Half Pipe for the

kick turns, hand plants and aerials of freestyle skateboarding, then Footbag, where the strange little bean bag has to be kept in the air as long as possible, mostly with the feet but also the odd header or two. Put some Beach Boys on the stereo to get in the mood for Surfing (USA) and, if you've performed enough spins without getting your feet wet, put on your



Walkman for a Roller Skate Race and dodge along the sea front. Speed and somersaults are the key to BMX Racing, then to the local park for some Frisbee catching.

It's a surprise that this has only just been released on budget; it's pretty long in the tooth now and has appeared on several compilations. It was originally reviewed way back in Issue 29, the days when anything produced by Epyx and with 'Games' in the title was instantly given 97% and a three-page Gold Medal review. Ciarán Brennan thought it 'an amazing package... the only problem is trying to decide which event to take part in first.' And

Jazza Rignall raved, 'California Games is quite simply the apex of computer sports gaming.'

As ever for the Epyx Games series, presentation is high, with more play options than you can shake several sticks at, although cassette loading is rather long winded. There's variation from event to event but most graphics are beautifully drawn and animated. Playability is highest on surfing, after that it's a close contest between half pipe, frisbee and BMX. Individually, none of the events will keep you playing long but as a package, and especially when playing against friends, California Games is great value.

OVERALL 82%



QUEDEX

● Kixx, £2.99 (Rerelease)

Stavros Fasoulas's 'quest for ultimate dexterity' involves guiding a rotating metal ball (though it looks like a disc) through ten puzzling planes to reach the end 'goal' within the time limit. Some of these are scrolling mazes with teleports and doors to unlock, while others require you to jump around collecting things and avoiding hazards. The ten, which can be attempted in any order, are:

1. Five small sub-planes to practise basic skills.
2. A scrolling maze with teleports and keys.
3. Four hidden amulets must be found.

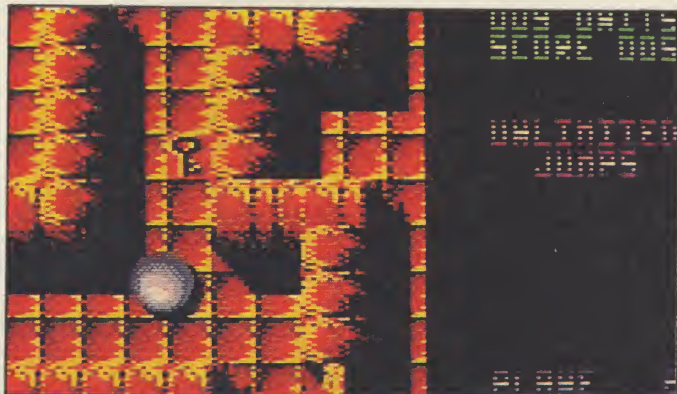
4. A downhill race. Hitting obstacles drains the time limit.
5. Go over all the floor tiles to make them the same colour.
6. Get sucked through pipes and avoid deadly skulls.
7. Collect extra time units without touching the surrounding goal.
8. Areas of this maze swiftly disappear: collect the four keys to get to the central goal.
9. Collect crosses which allow you to destroy all the obstacle blocks.
10. A series of stepping stones at different heights: take the correct route, jumping from one to another.

If it all sounds a bit dull, that's because it is. We reckon Quedex

was well overrated back in Issue 31 (92%). Okay, so you get ten pretty different levels for your money, but none of them are much fun, while most are frustratingly difficult — if you make one tiny mistake on plane 8,

you've had it! Wozza was a bit peeved after originally paying a tenner for the game. 'It's boring with lax playability, and a great disappointment from Fasoulas.'

OVERALL 56%





BUDGET!

STAR WARS

● The Hit Squad, £2.99 (Rerelease)

First released for Christmas '89 this was also part of the *Star Wars Trilogy* compilation released last Christmas. In this conversion of the classic Atari coin-op you take the role of Luke Skywalker, piloting his X-wing in a bid to destroy Darth Vader's Death Star.

The mission consists of three stages, all portrayed by 3-D, wireframe graphics. First, there's a dogfight with Empire Tie-fighters. Blast them, and their fireballs, with your lasers. If a fireball hits you, you lose one of nine units of energy. The second stage takes place on the Death Star's surface with you shooting laser turrets and towers. Finally, there's the famous trench scene. Here Luke must dodge barriers and fireballs to reach the exhaust port — this must be shot to



destroy the Death Star. Then it's back to the start to do it all over again, but this time it'll be slightly harder.

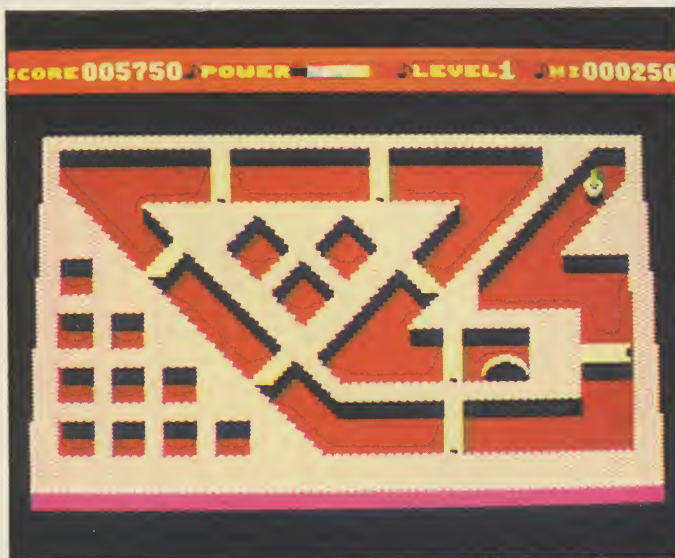
First reviewed in Issue 33 (earning 70%), *Star Wars* was something of a disappointment to fans of the coin-op, mainly due to the large, jerky frame update — an attempt to increase the speed of the vector graphics. Steve Jarratt commented, 'the TIE-fighters go through their aerial ballet as if in a strobe light.' Julian Rignall also criticised the directional control method and would have preferred pilot controls like those of the coin-op.

Technically, the game now looks very dated — even with the large frame update the graphics are still fairly slow, especially when there's a lot happening on screen. And with only three stages the simple blast-'em-all action gets a bit repetitive, though it makes for a good high score game.

OVERALL 68%

TILT

● Code Masters, £2.99



A simple concept it may be but this is one of those games which will soon have you tearing your hair out. The idea is to tilt a maze so that your ball rolls through it without hitting the walls. Things are made more complicated by the sliding gates: although these can be opened by pressing fire, they close immediately so good timing is crucial.

If you manage to get to the hole at the end of the maze, you're transported to the next, even more tortuous maze. Hitting either walls or gates sends you back to the starting point, minus a bit of energy — when this runs out you're dead. Complete all four mazes and you return to the first,

but this time it's made harder by the addition of flashing energy barriers — pass over them when they're off. On later levels the size of the ball is increased, making things even trickier.

That's about all there is to the game, but it's surprisingly addictive. Frustration is lessened by the fact that even if you fail to get to end of the maze, any gates which you got through disappear for the next attempt. Though a bit limited in scope, *Tilt* is quite an original and playable little game. It's also technically very impressive for a budget game, with the solid 3-D maze moving quickly and smoothly.

OVERALL 74%

BARBARIAN II

● Kixx, £2.99 (Rerelease)

You can't keep a good villain down (missus), and one such mean dude is Drax. After being defeated by the barbarian (in *Barbarian*, surprisingly enough), he vowed revenge on all who'd crossed him. To prevent him from fulfilling this threat, you — either as the hunky, axe-wielding barbarian or the sword-swiping, busty Princess Mariana — must hack your way to his fortress and slay the nasty old mage.

There are four flickscreen levels, each in the form of a small maze; archways allow you to reach paths at 90° to the current one, a sword compass aiding navigation. Keys, lives and magical items to defend against Drax's guardians can be found but much more frequently encountered are the various monsters. A variety of moves are at your disposal to slay (amongst others) Neanderthals, orcs, giant grubs and mutant chickens!

Considering the repetitive one-on-one hack-'em-up action of the original *Palace Barbarian* (*The Ultimate Warrior*), the sequel's quite a departure. Sheer variety of

moves has been sacrificed for exploration, lots of enemy sprites and mild arcade adventure elements. The change certainly went down well with the ZZAP! crew of Issue 40 (August 1988), who gave it 96% and a Gold Medal. Paul Glancey said, 'it's easy to get involved in the violent gameplay'; while Paul Sumner enthused, 'anyone who enjoys beat-'em-ups of any style will love *Barbarian II* and can be assured of money well spent.'

Two years on, gameplay seems a lot more crude and clichéd, and lastability dubious. Attack moves are adequate but it's frustratingly easy to accidentally turn around when you want a low swipe — and if you're backed against a wall that means you'll lose lots of energy before you can face your opponent again. Sprites are well designed and animated, the sequence where you teeter on the edge of a pit particularly good, and there are some brilliant sample-like effects. Aesthetics aside, *Barbarian II* is a fun but limited sword and sorcery jaunt.

OVERALL 78%



SCHWARZENEGGER

STARS IN THE MOVIE.
NOW YOU STAR IN THE GAME...

TOTAL RECALL

AS DOUG QUaid YOU HAVE BEEN HAUNTED BY RECURRING DREAMS OF ANOTHER LIFE ON MARS. YOU ARE DRAWN TO RECALL INCORPORATED, A UNIQUE TRAVEL SERVICE SPECIALIZING IN IMPLANTING FANTASIES INTO THE MINDS OF THOSE WHO DESIRE TO TURN THEIR DREAMS INTO REALITY.

THE EGO TRIP OF A LIFETIME

EXPERIENCE THE HORROR AS YOUR DREAMS TURN INTO HIDEOUS NIGHTMARES. SUDDENLY YOU'RE EVERY MOVE IS MONITORED BY WOULD-BE ASSASSINS, YOU DISCOVER THE SURREAL TRUTH

YOU'RE NOT YOU - YOU'RE ME

YOU MUST TRAVEL TO MARS TO DISCOVER YOUR TRUE IDENTITY - YOUR MISSION IS NOW A JOURNEY OF NON STOP ACTION, STRANGE MUTANTS, FUTURISTIC VEHICLES AND A STARTLING ARRAY OF WEAPONRY ALL CAPTURED IN SUPERBLY EXECUTED GRAPHICS AND A GAME PLAY THAT COMPLIMENTS THE SUCCESS OF THE

YEAR'S TOP MOVIE

A NIGHTMARE
JOURNEY INTO THE
21ST. CENTURY

AMSTRAD · COMMODORE · SPECTRUM · AMIGA · ATARI ST



1990 CAROLCO PICTURES, INC.
OCEAN SOFTWARE LIMITED · 6 CENTRAL STREET · MANCHESTER · M2 5NS · TEL: 061 832 6633 · FAX: 061 834 0650



BUDGET!

KWIK SNAX

● Code Masters, £2.99



After *Fast Food* that eminent egghead Dizzy prepares for another dose of indigestion. This time he's got to rescue all the fluffles (tiny, furry creatures) held prisoner in Castle Vulture which comprises 16 horizontally scrolling mazes. In each of these Dizzy has to catch all the wandering fluffles (after they hatch out from their eggs) and lead them to the exit — they follow him in single file, duckling fashion.

Of course, the grotesque denizens of the castle try to see it that Dizzy ends up with egg on his

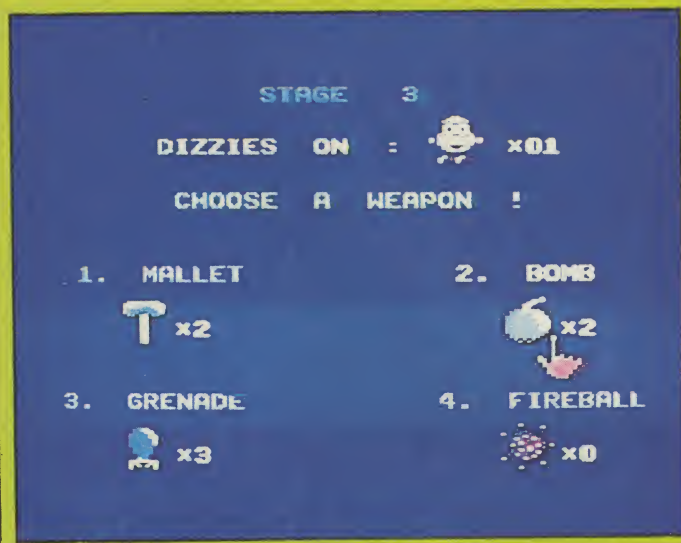
face. These, which remove a life on contact, include spiders which can crawl over the maze walls, and fireball-launching ghosts. The nasties can also pinch any of the fluffles following Dizzy, sending them flying into the air to land far away. Thankfully, before each level Dizzy can choose a weapon — up to three mallets, bombs, grenades or fireballs — to shoot nasties and destroy some of the gates which bar his way. There are also plenty of bonuses to pick up, some for points and others for extra lives and weapons — there's even a magnet which

brings all the fluffles immediately to Dizzy.

After completing a floor (four mazes) of the castle, Dizzy can earn extra points by catching objects in his butterfly net before they fall into the shark-infested moat. The bombs which also fall must be avoided! At the start of each game you can choose to start on the first, second or third floor, the latter two giving a huge points bonus to make up for the mazes missed.

Kwik Snax is a great little maze game, better presented (with a jolly in-game tune and okay, cutesy graphics) and much more playable than *Fast Food*. Chasing the sickly cute fluffles, who have a (very stupid) mind of their own, around is great fun. And even when you catch them, leading a long line to the exit is a very tricky task (though well worth the bonus points). It's also a good idea that you can begin on the harder second or third floors, earning a compensatory courage bonus! The bonus section is simple but great fun, eggs-actly like the game as a whole.

OVERALL 80%



KAMIKAZE

● Code Masters, £2.99

At first sight this looks like any other horizontally scrolling

plane game, but the title suggests a very strange twist: you must

heroically smash your small plane into a castle gate to free the hostages held inside. First, however, you must collect some explosives by shooting the plane that's carrying them. Other planes must be avoided or shot, along with soldiers and missile

launchers on the ground. Just for fun, you can also shoot parachutists' chutes with humorous results: the poor little bloke flaps his arms in a vain attempt to fly before plummeting to his death!

Once you've got the explosives it's time to crash into that gate. This may seem an incredibly noble sacrifice but, in fact, you miraculously survive — and another plane miraculously appears for you to take the hostages back to base! Your plane can only carry two hostages — the number on the first level; for each subsequent level there are two extra hostages, making return trips necessary.

Kamikaze is another game with a very simple concept which is nevertheless great fun to play, the sick humour adding a great deal to its appeal — at least in the short term. Graphics are technically no great shakes, but cute and funny, and there's a swinging *Maniacs Of Noise* title tune to tap your feet to before the next 'suicide' mission! Recommended.

OVERALL 72%



The Ticket
Office Is
Now Open!
Save Time
Save Money!

The Computer Shopper Show 1990

Opening Hours:
Thursday December 6th
10.00-6.00
Friday December 7th
10.00-6.00
Saturday December 8th
09.00-6.00
Sunday December 9th
10.00-5.00

Last year saw almost 30,000 people converge on the first Computer Shopper Show. This year, the event - already the world's largest pre-Christmas computer shopping spree - will be even bigger.

The move to Wembley means nearly twice as much floor space, twice as many exhibitors, twice as many bargains, twice as many entrances and an extra day - all designed to cater for record crowds.

After all the Computer Shopper Show exists entirely to help the buying public get what they want at the price they want to pay. Ask anyone who went to last year's Show about the money they saved. Many visitors in our exit poll reported getting more than twice what they expected for their money (or paying half what they'd budgeted). That's what we call value!

Then there's advice - lots of it - on what to buy: Whether you're already a committed computer buff or a complete novice.

Whether you're in to PCs (including Amstrads and any IBM clone), Amiga, Atari ST, Acorn (Archimedes and BBC), Commodore and Sinclairs - or any popular machine - you'll find one-stop shopping at the Computer Shopper Show.

Start saving money now! Buy an advance ticket and you're already a pound or more in pocket. Or save even more with a family ticket - only £12 for two adults and two children.

Cut down on queuing time. Be first through the door to save even more money. Pre-order your entry tickets for **FAST LANE PRIORITY**.

☐ Adult tickets at £4 (save £1)
☐ Under 16's tickets at £2.50 (save £1)
☐ Family tickets – admits up to 2 adults and 2 children – £12.00 (save £5)

Please indicate which day you expect to attend the show
☐ Thursday ☐ Friday ☐ Saturday ☐ Sunday

I would like to pay by –
☐ Cheque made payable to Blenheim Database Exhibitions Total £ _____
☐ Credit card ☐ Access ☐ Visa Expiry date _____ No. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Signed _____

Name _____

Address _____

_____ Postcode _____

Please return your completed order form to –
The Computer Shopper Show Ticket Office, Blenheim Database Exhibitions Ltd, PO Box 2,
Ellesmere Port, South Wirral L65 3EA

ZZAP 11

Adults	–£5.00	£4.00
Under 16's	£3.50	£2.50
Family Ticket (2 adults, 2 children)	£17.00	£12.00

the think TANK

LORDS OF CHAOS



**Blade Software,
C64 £9.95
cassette,
£14.95 disk**



Hotfoot from their success with the ever wonderful *Laser Squad*, Mythos

Software have created another little masterpiece. Called *Lords of Chaos*, it is a strategy-based fantasy game for one to four with role-playing elements if you choose the one-player option. But I'm not telling you the plot, am I? Right well settle down chaps and let me take you to the world of the Arch Mages... (page goes all wobbly and out of focus) (shush, film planning might hear! — Ed).

In the old days the Arch Mages used to rule the world, so everything was pretty hunky dory. No plagues, floods or natural disasters (ie Jason Donovan). But then mana (raw magical energy) began to build up at an alarming rate, unpredictable things began to happen and the world started to act like a plot from a Terry Pratchett novel. The people rebelled, blaming the Mages for their misfortunes and so the Mages did a bunk as the world broke into pieces — the result of untold wars, earthquakes and Jason Donovan gigs.

Each piece of the Old World took form as individual worlds. One of these was populated by wizards, who bombarded it with much mana. Unfortunately wizard spells became useless here, so they called the world Limbo. Portals were created to venture to other Old World 'pieces'. The end result of the cataclysm was that no wars existed on the new worlds, but no peace existed either — only chaos. Strange magical creatures roamed the new worlds and wizards fought for supremacy because without power they knew they could not exist. They became (trumpet fanfare, crashing of cymbals and drumbeats) the — *Lords of Chaos*!

Got that? Fine — could you explain it to me please? Answers on a postcard.

Three scenarios are provided in which you control a single wizard from an overhead viewpoint. All the scenarios are variations on the treasure hunt theme. Victory points are awarded depending on both enemies killed and treasure collected. These are converted into handy experience

points that can be used to upgrade your wizard's character stats.

The original character stats are set at the start of game, either by yourself or the computer. A DIY job involves a screen full of stats such as Action Points (used performing actions such as moving), Constitution (your life force), and so on. A set amount of experience points are available to strengthen the stats you want improving. But don't use them all! Spells are next and again you will need to 'spend' experience points. The more you buy the higher the cost the next time you buy that item. My old economics teacher called that 'supply and demand' — I call it 'daylight robbery.' Then give the guy a name and lo! — one well'ard wiz'ard.

The spells are pretty nifty. They range from attacking spells, such as a Magic Bolt — a physical attack, to defensive spells such as the handy 'Flood', which can be used to combat a wizard who has cast 'fire' in your direction. Also creatures risk drowning in a flooded area, so I suppose this spell has its attacking side to it.

You can summon creatures, such as dwarves, to do your bidding. Dwarves, or any creature with hands, can carry and

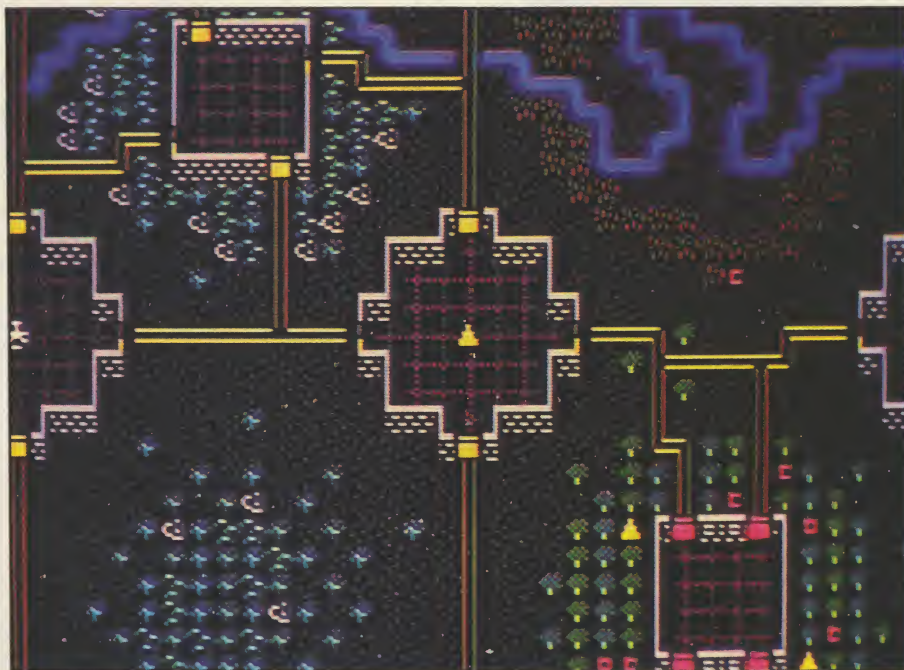
'Use' objects. Creatures, such as Elephants, can be mounted and ridden throughout the land. Other creatures, such as harpies, can be flown. The intelligent line of sight rules come into play here, enhancing the gameplay, especially from a tactical point of view.

You can do a fair bit of interacting with the game world. Doors and chests can be opened, objects (such as weapons, vials, potions, etc) picked up and drunk/eaten and so on.

The graphics in *Chaos* are excellent with intricate pieces of spot animation that add a certain gloss to the product. For example, when a creature is summoned you see a puff of smoke before it materialises accompanied by a marvellous sound effect.

Gameplay is absorbing with many tactical opportunities available. A useful overview shows half of the total map surface, plus many of its occupants. The role-playing elements increase the level of your wizard after the successful completion of each scenario. Although there are only three scenarios they become harder as you replay them. Blade promise further scenarios in the near future which will extend gameplay even further.

Without doubt, *Lords Of Chaos* is a C64 classic. The variations in play are enormous. The combat options will satisfy any tactician, the artificial intelligence of the 'baddies' is certainly up to the job required, the graphics and sound are first class, the replay value is high — you even get a friendly tutorial piece at the beginning of the manual! If you want a game that oozes good, old fashioned quality, offers



value for your hard earned money and provides a challenge that'll keep you up to the early hours — buy *Lords Of Chaos*.

ATMOSPHERE
92%
PUZZLE FACTOR
88%
INTERACTION
91%
LASTABILITY
95%
OVERALL
91%

ZOMBI

Ubi Soft, C64
£14.99 disk



'Berkleys, United States,
April 15th 1986 — and
now the latest news... it

has been confirmed that the plague affecting the area has spread worldwide... indeed they burst out from everywhere, from graveyards and mortuaries. They are dead bodies that came back to life... they feed on the flesh of their victims... lock yourselves in and wait for rescue teams...'

So Ubi Soft's *Zombi* comic begins. Comic? Yes, Ubi Soft turned the game manual into a comic, which continues after the radio announcement to show us some people holed up in a house. Realising that they cannot wait for the rescue teams due to their low supplies, they decide to make a break for it. One of the members suggests the hospital as there is a helicopter sitting, rather conveniently, outside. So off they pop. Some of the team are picked off by the *Zombi* hordes on the way but, eventually, they find the helicopter and fly off. Horror of horrors but isn't the fuel tank nearly empty? So they land on top of a supermarket tower block to see if they can find the fuel they'll need to get the hell out. Unfortunately after the comic intro, the two pages of instructions and tips are utterly confusing.

The screen is divided into a number of sections. The largest window provides the view to the game world. Other areas include bar graphs showing character stats,

inventory, character portraits and command icons.

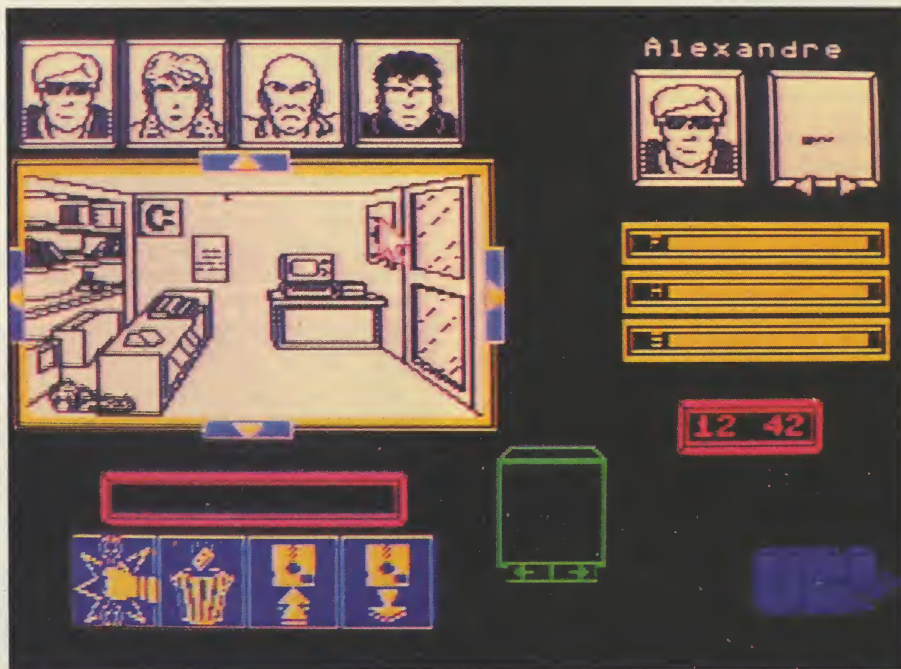
Zombi is played on a first person perspective view through the eyes of one of four characters that you control. The world is presented in black and white line graphics. To tell the truth though you soon forget the lack of colour since the graphics are well detailed. It also makes the game a lot faster.

During play, you take control of one character (they all start on the roof by the helicopter). Then you move them down each floor of the supermarket. During your travels you will come across items lying on the floor or within containers that open if you click on them with the arrow pointer. A mouse is the best controller here but the game works just as well with a joystick or keyboard. Items taken into your inventory can be used on other objects — a video tape in a video player, for example.

While you wander the area there is always the chance of a *zombi* appearing. When they do appear they do so very quickly. You cannot see them approaching, they appear close in. This results in a scrambling to get rid of the thing either by a weapon you may have found, or bare fists. Characters risk dying or, even worse, turning into a *zombi* themselves!

The game tries to promote an atmosphere of a chaotic and desolate world infested with fearful zombies. On the whole, *Zombi* just about succeeds in this as you are never sure when the next *zombi* will appear. Graphics are good, although sound is minimal. The one drawback of the game comes from a strange feeling you get the more you play. *Zombi* feels, well, old. The design and the gameplay are fairly good but...hmm, I dunno. It is very similar to *Catch 23*, remember that? Similar game, similar gameplay. If it had appeared three or four years ago *Zombi* would have been a cracker. But now I can't help but feel it's well past it.

ATMOSPHERE
71%
PUZZLE FACTOR
74%
INTERACTION
61%
LASTABILITY
75%
OVERALL
72%



SECRET OF THE SILVER BLADES

SSI/US Gold,
C64 £24.99
disk only



New Verdigris is a mining
village. Mining, in fact is
their principle source of

income. Imagine the consternation, therefore, when someone strikes upon a secret vault!

After disturbing the ancient vault, quite

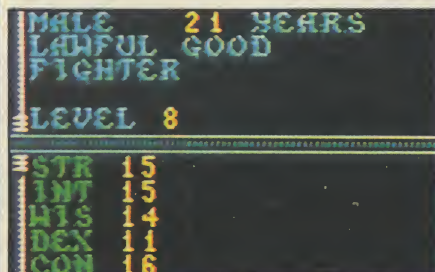
unpleasant... um... things have appeared. So the mayor of New Verdigris has summoned your party of warriors to flush them out. Nice of him, don't you think?

The game arrives on three disks with an instruction booklet and adventurer's journal. Both booklets include an explanation of the menus, lists of character levels and magic/combat tables as well as a batch of off-line paragraphs that you read when prompted by the game.

The screen menus, contained within a strip along the base of the screen, contain all the necessary commands. The Party Creation/Hall menu, for example, allows you to create and manipulate your party characters. So you can train them, view their stats, modify the party and so on. Within this main menu are several sub-menus that give the characteristic 'tree' menu-form seen in all of SSI's AD&D games. The sub-menus include choices like the View menu, that allows you to look at any items you're carrying, spells you have, items to trade and so forth.

During gameplay you will encounter three types of view. The initial viewpoint is a first-person perspective which will be very familiar to AD&D veterans and *Bard's Tale* players and forms the principle adventuring view. You walk into the scenery and the world moves past. The

second view is a handy overhead viewpoint that shows where you are in respect to your surroundings — especially useful when you begin to feel a little lost. The third viewpoint clicks into play when combat is initiated and is one of the main reasons that combat is so much more satisfying in SSI's AD&D games than other first-person perspective games such as *Bard's Tale* or *Dungeon Master* on the Amiga. You see all of the characters involved in the fight (yours and the enemy's) in a side-on, but slightly elevated viewpoint. This is an excellent way



to treat combat in an RPG as it allows you to implement tactical movements (ie attacking from the side and the rear).

I must admit, I have never been a big fan of SSI's AD&D system. It is far too combat oriented for my liking with little or no puzzles and not enough emphasis on the ideal of 'role-playing' which is, after all, the name of the game. Yet, to be fair, many role-players still like that style of RPG. If you are the class of player who enjoys a good hack then the AD&D system will have been very enjoyable — so far.

However, even you AD&D diehards will be disconcerted with *Silver Blades*. Because, apart from the slight graphical enhancements and the introduction of an extra few levels, the game offers nothing new. The commands and the menus present in the game are exactly the same as the others, the magic and combat system is the same, the screen layout is the same. The game structure is the same. The gameplay is the same. The plot? Okay that's different — but come on, big deal, eh?

C64 owners have come to expect high standards from their software and rightly so. Yes, the graphics are nice, as is the sound but as the gameplay is unchanged *Silver Blades* feels old before its time. SSI should, instead of succumbing to the urge to produce 16,000 AD&D games per year, sit back and plan a smaller number of impressive blockbusters. As it is, *Secret of the Silver Blades* should be banished to the Forgotten Realms, it'll do very well there.

ATMOSPHERE
40%
PUZZLE FACTOR
41%
INTERACTION
66%
LASTABILITY
80%
OVERALL
48%

BSS JANE SEYMOUR

**Gremlin,
Amiga £24.99**



Seems like *Dungeon Master* clones in space are all the rage lately.

Pandora's Xenomorph, the new Core game, Corporation, and now Gremlin's effort BSS Jane Seymour, intriguingly described as 'Federation Quest I'.

BSS is a first-person perspective game that is not really an RPG as such, although the *Dungeon Master* 'feel' is certainly there. The basic idea of the game is to repair 20 spaceships. Each ship contains a number of levels and variety of different objectives that must be completed. Above all, the

ship's ailing systems must be restored to 80% efficiency or more.

Generally the repairs can all be made by adding liquid coolant to the damaged systems. Fine, but what do you carry it in? You will need to create a suitable receptacle (in the Manufacturing Room), unless you can find one lying around. Then you can travel around the ship repairing the individual systems with the aid of a repair kit.

Which would be all well and good, if there wasn't a time limit and umpteen monsters with long teeth...

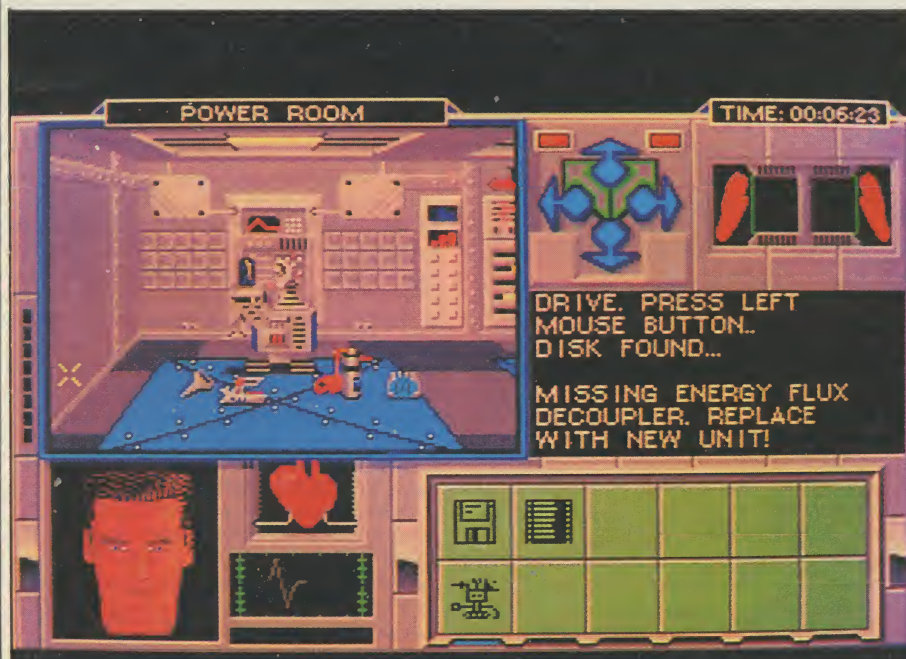
The game screen is split up into a number of sections. The largest being the window onto the game world. To the right of that is a directional command indicator,

icons to show what you hold in your hands and a text window. Below lies a weapon reload bar, your life force, beating heart, life trace recorder, background radiation meter and function buttons. The latter are blank but fill up generally when there is a robot or a computer in the room that you can manipulate.

Robots are handy things. They are not necessary to complete the game but speed up the work. Some robots carry weapons, other droids are specialists in repairing things and so on. You can give droids commands like 'follow me' or you can 'program' them with macro-type commands, to do other things in a different area of the ship, saving time.

Useful objects are found lying around. When you pick them up you can, usually, put them anywhere on your inventory screen — whether that be in your backpack, belt, hands, etc. Objects include door passes, weapons, and cartridges to plug into droids to give them extra abilities.

Character interaction, apart from the droids, is relatively minimal as most of the life forms you face will be monsters (although the ship's crew will appear at times). The game characters (monsters, etc), while nicely drawn, are a little two-dimensional, sound is sparse but what is present is of a good quality. However, having said all that the gameplay is enjoyable, the challenge is high as is the quality of the graphics. BSS is certainly value for money as it will take you some time to get through the 20 ships. Try Jane for size — you won't be disappointed (ahem, ahem).



ATMOSPHERE
80%
PUZZLE FACTOR
81%
INTERACTION
76%
LASTABILITY
86%
OVERALL
81%

UNIVERSE 3

**Omnitrend/
Impressions,
Amiga £24.99**



You live in the Local Group, a colony which has been isolated from Earth for 300 years. You command a ship to re-establish diplomatic relations with Earth. The only problem is that there is a traitor on board.

Universe 3 adopts a similar design and interface to Omnitrend's *Paladin* and *Breach* games. Icons are available for a range of actions including movement and dropping objects but keyboard commands are available too. Examining an object is achieved by moving up to it and selecting Examine from the verb menu (where other commands such as Wear, Break, etc are listed). This list is rather clunky as quite a few are only used once and others restrict your actions — severely on occasion. In addition, when you make some sort of improper action you receive little feedback, giving a rather wooden feel to the game.

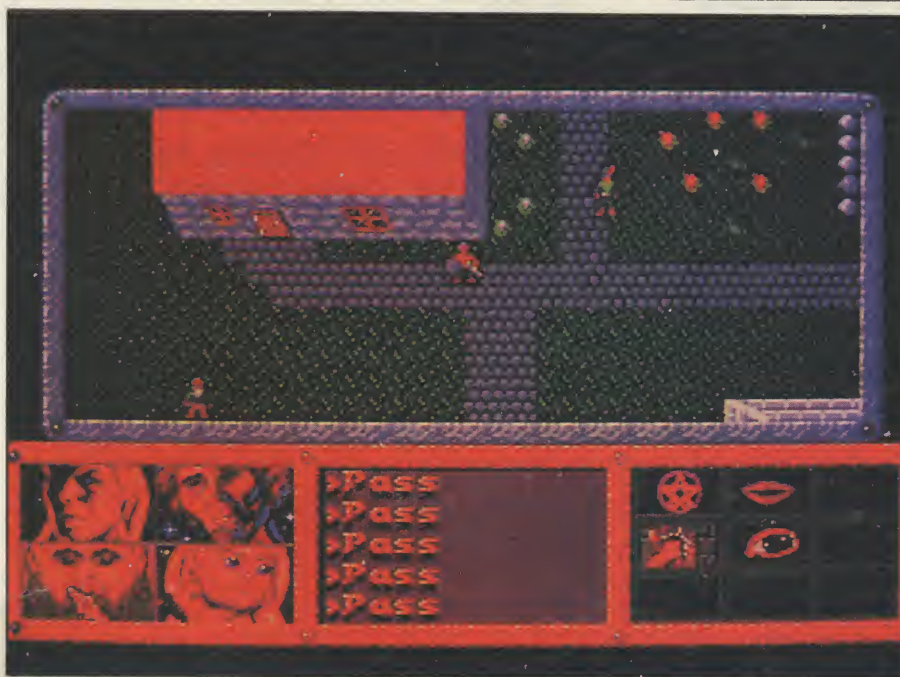
There are occasions when you can zoom into an object or person (whereupon a close-up picture will fill the screen) to manipulate objects on a larger scale. However, most of the action is via the look-down, *Ultima*-type view. Stats give an overview of your character's well-being.

Interaction is noticeable by its absence, dialogues being automatic affairs. *Universe 3* is simple to set up but can be a little tricky to use, I had trouble using the Zoom command from the keyboard although accessing it by mouse was no problem. The plot, while having some depth, is very linear.

Speed can be a problem. Though there are methods to quicken movement things grind to a halt when many characters are on-screen at the same time. *Universe I* and *II* were never distributed over here. While by no means perfect they contained immense flexibility and quite a bit of depth. *Universe III*, however, contains none of these features. Overall, a disappointing game.

**ATMOSPHERE
38%
PUZZLE FACTOR
58%
INTERACTION
30%
LASTABILITY
45%
OVERALL
42%**

DRAGONFLIGHT



**Thalion, Amiga
£34.99**



What on earth happened down in the Dragon's Vale? There they were, doing dragon-like things, whatever they may have been and poof or, possibly, fwoom.

It happened. Something. What, I'm not too sure. But I can tell you this — it certainly happened and now the dragons have gone. Oh, and so has the magic. I dunno, if it's not tied down...

Find the old scriptures so that you can teach the magical ways to all and sundry plus — find out what happened to those dragons I mentioned earlier. Have they

vanished or been viciously slaughtered (ugh)? Best hurry up, though, 'cause the land will go to wrack and ruin, otherwise.

Dragonflight uses a top-down view for play around the outside world but reverts to a first-person perspective when you're in the dungeons.

During play you control four pre-rolled characters. The main components of the game system include the usual system of visiting a variety of towns, buying weapons and food, talking to people and utilising taverns for information. This is done by entering the tavern, buying a drink and overhearing some snippet of info.

Actually talking to the wandering villagers or occupants of the buildings is done via clicking on a mouth icon. Unfortunately, this means interaction is pretty basic, unlike the later *Ultimas* that incorporate a nifty keyword system plus options to cross-examine characters that gives you an illusion of freedom. In addition, I have grown used to seeing a close-up portrait of characters I come into contact with, none of this 'gloss' was present in *Dragonflight*, however. The NPC replies are quite wordy, though.

One aspect that I liked a lot about *Dragonflight* is the mouse-controlled command system. Normally when a WIMP interface is used it can be a bit of a mess. However, Thalion have developed a very efficient menu system that cuts down 'mouse-wandering' to a minimum.

I'm afraid the combat has been poorly designed. You are presented with a side-view close-up showing each individual character present in the combat sequence, complete with animated action after you despatch your orders. The main problem is that you can only move each character in four directions and can attack in only two directions. Also, the character who actually kills the monster receives the experience and gold — even if a colleague has done most of the work. This is grossly unfair and actually goes against the role-playing ideal. For example, to increase the experience of a weak character you would just allow a strong character to rough up a monster while the weak character finishes him off with a single attack. Tut-tut.

Magic is handled quite well as each character must learn spells. Only one spell at a time may be held in memory.

Dragonflight is not a bad RPG, just rather average. Although the quest was a novel one I never felt excited by it. There was too much dead time, not enough involvement, just the usual 'Find Bob in x-village and he'll give you an object/info' type of puzzle. Which is all a bit old hat nowadays. While there are one or two highlights to admire, *Dragonflight* also incorporates bad design (combat) and a lack of the accepted chrome that comes as standard in other RPGs.

**ATMOSPHERE
58%
PUZZLE FACTOR
77%
INTERACTION
62%
LASTABILITY
86%
OVERALL
69%**

THIS BOOK WILL SAVE YOUR BACON!!

STUNNING!
Over 500 pages!
AMAZING!
Over 1000 games
cracked!
BRILLIANT!
Over 9000 hints,
pokes & maps!

CHEATS FOR SPECTRUM C64 CPC ST AMIGA CONSOLES

Hints, 7 When you're beaten by the best, there's only one way to win: CHEAT! Corish's Computer

When you're beaten by the best, there's only one way to win: CHEAT! Corish's Computer Games Guide is the most comprehensive playing tips book ever produced! Featuring over 9000 tips, it covers backdoor codes left by programmers, cheats and tips to get past opponents, shows how to skip levels, gives pokes for infinite lives and many other options! Now there's no need to be stuck on your favourite game, the Computer Games Guide has the answers!

Please send me a copy of the Computer Games Guide. I enclose £19.95. Method of payment, please tick:

☐ Cheque ☐ Postal Order ☐ Access ☐ Visa

Credit Card Number

Expiry date.....

Signature.....

NAME.....

ADDRESS.....

.....

POSTCODE.....

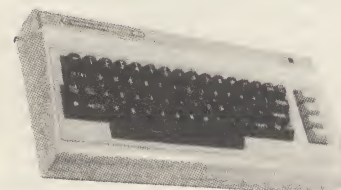
Make cheques and postal orders payable to Newsfield Ltd. Send this form to: Newsfield, Games Guide Offer, Ludlow, Shropshire SY8 1JW. Please allow 28 days for delivery, though we'll try to be quicker. Enquires: 0584 875851, ask for the Mail Order department. Offer applies while stocks last.

SPECTRUM SALES + REPAIRS

24 HOUR

64's REPAIRED FOR £35.00

**24
HOUR
REPAIRS**

**FANTASY PACKS £379 inc P&P**

**FOR AN EXPRESS REPAIR TO
YOUR COMPUTER**

**CBM 64 £35.00, SPECTRUM 48K
£22.00, SPECTRUM 128Ks £25.00,
OUR PRICES INCLUSIVE
OVERHAUL REPLACEMENT PARTS
VAT AND INSURED POST BACK TO
YOU.**

**IF EQUIPMENT IS BEYOND
REASONABLE REPAIR, WE
RESERVE THE RIGHT TO SEND
THE GOODS BACK AT NO CHARGE.**

HARDWARE BARGAINS

NEW A500 FLIGHT OF FANTASY

PACK 379.00

A500 BATMAN PACK 379.00

CBM 64 LIGHT FANTASTIC PACK
139.00

POWER SUPPLIES FOR C64's 24.50

**ALL PRICES INCLUDE VAT P&P
AND CARRIAGE. ALL OF THE
ABOVE, SUBJECT TO
AVAILABILITY.**



TELEPHONE HOTLINE
0782 810485



**BENTLEYS COMPUTER
SALES AND REPAIRS, DEPT ZZAP
251 NEWCASTLE STREET
BURSLEM
STOKE ON TRENT
ST6 3QW
TEL: 0782 810485**

CREATURE FEATURE

Here it is — the penultimate instalment (I know we said this last month but this time we mean it), and with the standard 'Diary of a game' we also bring you a 'Diary of a good time'. Yes, this month we were forced to take a break from Creatures and go on holiday for two weeks. Oh well.

WEDNESDAY AUGUST 15TH

John: It's about time I worked on another level (these trees are starting to get a tad boring), so I've uploaded the first level graphics and maps into PDS. Once I had inserted this data into my source code for the game, I downloaded it back into the C64 to see if it was okay. This is the first chance Steve gets to check the graphics to see if they match up to the ones in his editor. Luckily (I didn't say that) they did.

Also contained within this data block is the 'Get Ready' scrolling map. This was where I had a problem. Unlike the previous level I was working on (which had a black background colour), this level is on light blue, representing sky. But the 'Get Ready' scrolly code was written with black backgrounds in mind, therefore it's not able to cope with light blue ones! So I've had to insert one colour split just above the map on the screen and one just below it. When the map has scrolled onto the screen an arrowhead appears over it,

indicating the position that Clyde will start. As the arrow is made up from sprites, when it appears near the bottom of the map it delays my new split. So I have to spend the best part of an hour timing out the split, keeping it rock-solid never mind what height the arrow is! Ho-hum.

Steve: Today I had the task of designing new aliens for the first level — Lily lakes, Waterfalls and Caves of slime. The morning was spent doing the 'slime monsters', which are only found in the caves of slime. Initially the ideas were sketched out on paper, then after some development were entered into sprites and animated. As the name 'Caves of slime' suggests, there are pools of slime around which is where the slime monsters are created using a type of metamorphosis.

This level still needs an alien explosion which is different from the next level and the level after. To add a bit of variety to the level I've done two explosions, one of which is similar to the mushroom-cloud explosion in Retrograde level one, which will only be used

on the ground. The second one can be used both on the ground and in the air.

THURSDAY AUGUST 16TH

John: I spent most of the day creating attack patterns for the aliens on this level. As I mentioned a few months ago when I was typing in the previous levels attack patterns, I find this sort of thing so boring. Typing in HEX numbers all day is not my idea of fun. So, by mid afternoon I'm bored out of my mind and decided to do something else.

The thing I decided to do was the noise of the waterfall. This will only sound if the player has selected the 'Music Off' option on the 'Get Ready' attract sequence, as the C64 has only got three voices and two of them are used for all of Clyde's SFX. We thought we'd make the sound fade in as Clyde gets closer to it and fade out as he walks away. So after messing around with our SFX editor and coming up with a reasonable 'gushing water' effect, all I had to do was increase and decrease its volume. As the C64 has only got one volume register covering all three voices and not one for each voice, I can't fade it this way (unless a! the sound effects fade out... no, I

don't think so). So the next best thing is modifying the effect's ADSR values (Attack Decay Sustain Release, the basic sound envelope — Ed). By altering its Sustain, I can effectively change its volume. Which is exactly what I did, and now it's finished it sounds really atmospheric.

Steve: I'm trying to continue with the sprites for the first level but am having a bit of a hard time thinking up new aliens. I bolted together a few sprites for the large end-of-level alien, and played around with a few ideas. Finally I came up with an alien I liked, which will fly around shooting out fireballs at you. Next I went back to designing the normal one-sprite aliens and expected to be messing around with different looking aliens for ages until I did one I liked, which is what normally happens. I was surprised when one of the first ideas I did turned out well, this was a variation of a rat-type creature used on level two's torture screen. I was even more surprised to find that the idea I did next turned out well, it's the 'balloon monster'. There's a hot air balloon floating around in the air with a little monster in the basket who throws out fireballs (what a surprise!) and you have to get past it. Well

★ Robin digs out one of his more subtle shirts to go clubbing with the Rowland brothers.



I'm on a roll, I've still loads more ideas to do but time is running out so I'll jot them down on paper and do them tomorrow.

FRIDAY AUGUST 17TH

John: We received a phone call from Creative Materials this morning (the guys doing the 16-bit conversions (previous games include *Rotox* and *Days Of Thunder* — Ed)), saying that their demo disk of *Creatures* has corrupted. So I had to spend a good part of the morning getting together another demo disk (the back-up button on the cartridge didn't help me out much either, only working every fifth time I pressed it, and screwing up the game every other time).

I spent the rest of the day doing more attack patterns for the enemy sprites. Then we both had to go to Chelmsford train station to meet a mega-star. Well not a mega-star but he's getting there (so he likes to think). Yes, it's our very own (...drum roll...) Robin Hogg. He came all the way down to Essex to review a Graftgold game, and as Graftgold HQ is only 15 miles away, he thought he would accept our invitation and come over. We promised we'd take him to Southend seafront tomorrow, which is simply a mass of arcades.

Steve: Before going to the Southend arcades tomorrow we have to get through tonight, and as it's a Friday night we just have to go out. So it's the usual Friday night club, TOTS in Southend. Rob, John and I started drinking before we went out, then Andy Smith arrived but as he was driving he couldn't touch a drop. When it reached about 9.00pm we set off on the 40 min journey, pausing only to take a few snaps of us lot in a group. Rob seemed to enjoy himself but as we wouldn't get home until about 3.00am he probably wouldn't feel too good at the arcades tomorrow, well I know I wouldn't!

On the work side of things, I got the Amiga going with *Games Music Creator* and had a real good time writing some music with it (but that's not really work). Also this morning I worked on the C64, doing the *Creatures* high-score music — well I started it anyway.

MONDAY AUGUST 20TH

Spent the day packing and doing our last minute shopping, basically preparing for our holiday. We leave for Mágálf (Majorca) tomorrow, and won't be able to work on the game for two weeks. But

don't worry, as we'll (attempt to) keep a 'Diary of a good time' while we're over there.

SATURDAY AUGUST 25TH

★ What scenery! A 'cheeky' postcard from the Rowland bros!



Hot. We thought of home today and bought some postcards. Don't know when we're going write them but that's not the point. We've been to BCMs every night so far, or should that be every morning (as we don't usually get there until 2.00am and stay until about 5.30)? BCMs is the biggest nightclub in Europe, and we have already got our BCM caps to don on the beach. We've also noticed some arcades near the hotel but they're always closed as we go past them on our pub crawls at about 11.00pm each night. We'll have to go in them soon.

TUESDAY AUGUST 28TH

Damn hot. Spent the entire day at a beach party which was hot to say the least. The temperature was 120 degrees and when you're on a beach (playing drinking games all day) there ain't much shade! We got around to writing the postcards today, all we need to do now is post 'em (when we get the time). Actually thought of a good idea for *Creatures* last night but as we were both rat-faced we can't remember the damn thing (it might of had something to do with Fuzzies drowning on their own vomit)!

FRIDAY AUGUST 31ST

Daaamn hot. The elected drink to get totally smashed on tonight is a 'Green Goddess' (a mixture of

Lemonade, Vodka, Advocaat and Blue Bols), and not surprisingly turns out green. So after John's had six pints of this (and a No 33 from the chinese), he decides to do a bit of liquid laughing at the toilet (twice) and at the sink in our hotel room. And a very nice shade of green it was too.

We visited one of the arcades earlier today and found ourselves spending a couple of hours in there. All the games are a tad old but fun anyway. Some of our fave games were *Spirit Ninja*, *Operation Thunderbolt* and a cool shoot 'em-up which we can't remember the name of! We couldn't help noticing a game called *Jumping*, which looked like a direct rip-off from *Rainbow Islands* (but we didn't say that).

TUESDAY SEPTEMBER 4TH

The final day. The postcards were posted on Sunday, so everyone should (hopefully) have received them by now. We both have coughs after visiting AQUA CITY last week, and so do a lot of our mates. We both have great tans too. It's been an absolutely brilliant holiday, but like all good things it must come to an end. So tomorrow it's back to the real world and back to work.

THURSDAY SEPTEMBER 6TH

John: Having looked at the status for the first time in two weeks, I decided I didn't like the 'Magic Potion Creature' sprite. So I changed it to the ones used in the game, with it cycling through the three different types. I also did the pattern for the hot-air balloon Steve designed before our holiday.

When we finished work tonight I had a sudden urge to play *Retrograde* (don't ask me why). I haven't played this in about 6 months. Mind you, by the time I had got to level 3 I'd been playing it for a couple of hours and was feeling tired, so I switched it off and went to bed (but I reckon I could have completed it if I'd carried on playing).

Steve: After a constant 14 days of the same routine: get up, lie on the beach, get drunk, go to bed (to sleep of course), we feel a bit worn out. We could do with another holiday to get over the last one, but it was good while it lasted — and here's a big hello to Sandra from Manchester.

I'm continuing with first level sprites, and have come up with a good idea for an alien or two. There is one blob-

type alien sitting on the ground with another similar alien sitting on his head. These aliens alternately shoot out bullets which you have to dodge and at the same time kill the two blobs, no easy task!

Still on the sprite side of things, we now decided it was time to give Clyde his death routine. This will be hard as we are running out of memory so the less sprites it is the better. The best idea was that when Clyde touches an alien he squirms a bit and shouts out some sort of death word. These will change depending on how he dies.

FRIDAY SEPTEMBER 7TH

John: So finally Clyde is going to be able to die. This is going to make the game more like a game, and not a demo. As Steve said he's going to squirm as he dies. The problem is that if he dies above ground (eg if he's jumping), you get him frantically waving his arms and legs around in mid air, which don't look too hot.

I've played countless games (including arcade games) which kill the player by animating him 'collapsing to the ground' whether he's actually on the ground or not. Now this seems pretty stupid to me, so I've added a little detection routine which will make Clyde fall to the ground as he dies.

I also had to check the surrounding terrain when Clyde dies, so if he's in water he has to say 'GULP'. He has to say 'AAAAH' and 'OUCH' normally, so instead of toggling the speech bubbles (as I initially did) I made it random. Steve wanted to put in four different bubbles, but as I'm quickly running out of memory I had to cut it down to two. Sorry.

Steve: After doing the sprites for Clyde's death the next thing is the sound effects, but just to be different we decided to make it a piece of music which starts off as a death sound effect but turns into a short ditty.

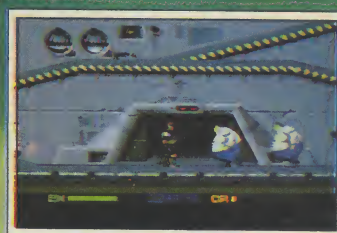
I was now taking Clyde through the first level map, it seemed a bit short for the first level so it was time to add some more. At the end of level one Clyde goes into the caves of slime, so I made these caves about twice as long as before.

While I was adding bits to the end of the map I went back and changed a few little parts of the level that I didn't really like — it has to be perfect you know.

John's got the hi-score music and wants to do the hi-score screen, so I'll have to do the graphics and window for him so he can get on with it.

JUDGE DREDD

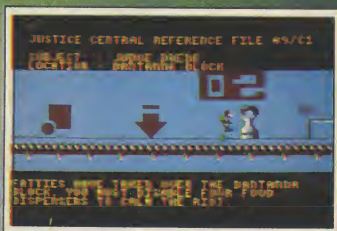
I AM THE LAW



AMIGA • £19.99

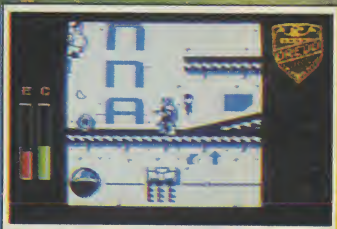


ATARI ST • £19.99



AMSTRAD • DISK £14.99

AMSTRAD • CASS £9.99



SPECTRUM +3 • DISK £14.99

SPECTRUM • CASS £9.99

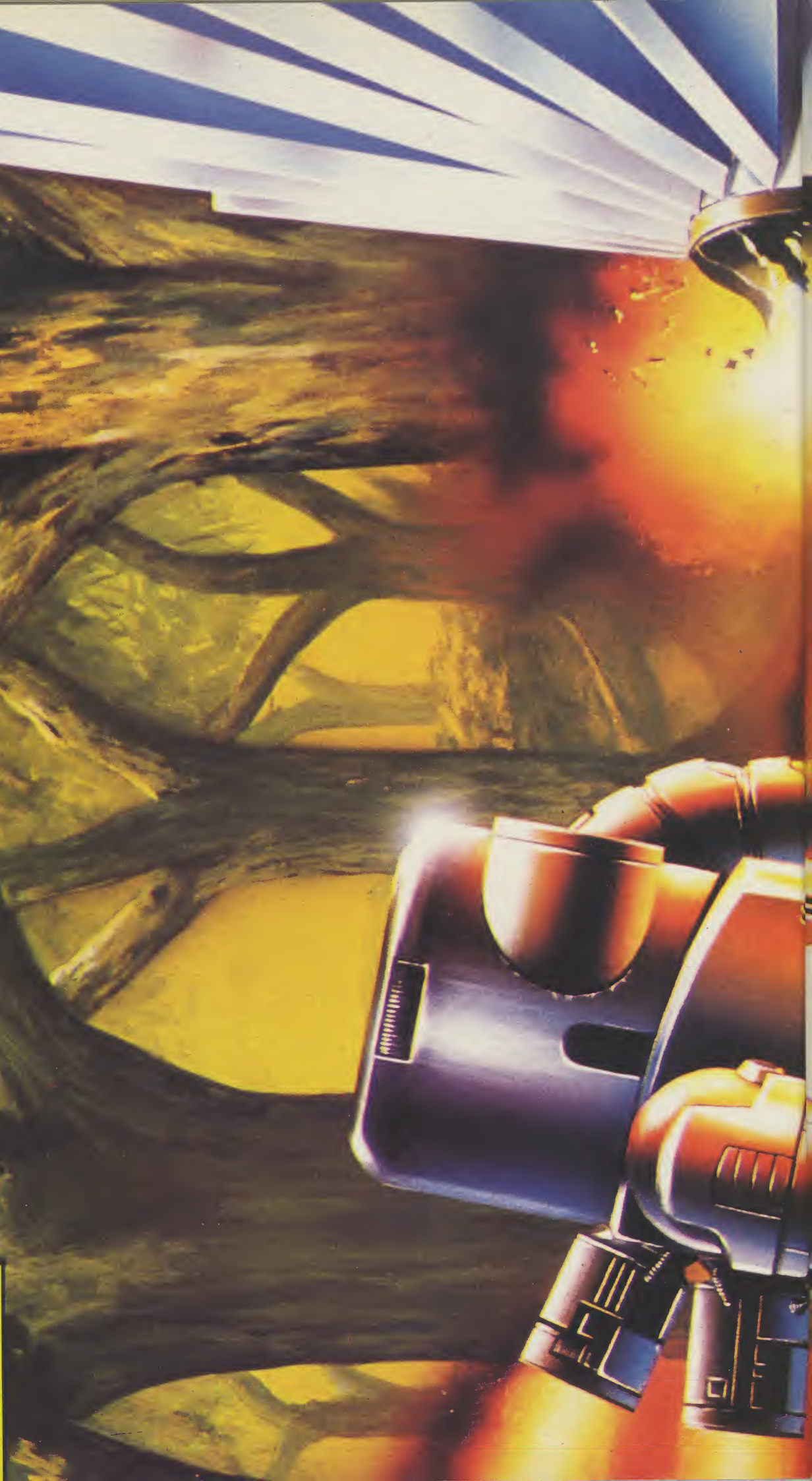


CBM 64 • DISK £14.99

CBM 64 • CASS £9.99



ZZAP! MEGA POSTER SPECIAL!





ATOMIC
ROBO-KID

MAIL ORDER

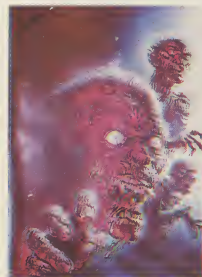


LE CLICK CAMERA £4.99
It's the smallest snapper around! This handy pocket-sized camera comes complete with carry-case.

ZZAP! CAP £3.99
T.G.M. CAP £1.99



ZZAP! 128 DUST COVER £4.99
Don't let the dust attack your Commodore, protect it with a ZZAP! computer cover!

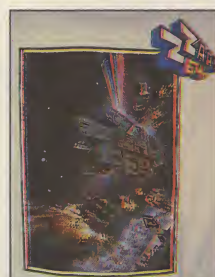


POSTERS £3.99

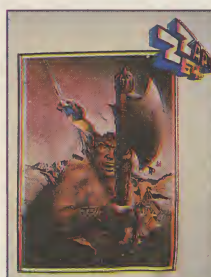
Colossal A1 size posters, featuring the best of Oliver Frey's artwork! Red Moon, Zombies of the Night, Kepler of Mars, Metro Force 1.

T-SHIRTS £4.99 SWEAT SHIRTS £7.99

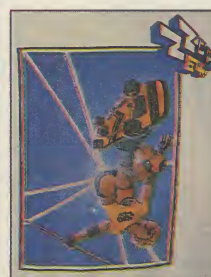
ORIGINAL ZZAP!
T-Shirts only sizes
M,XL



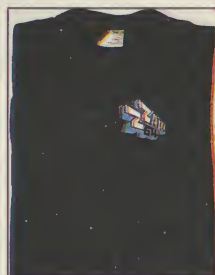
ZZAP! ZAPPING
T-Shirts only sizes
M,XL



ZZAP! AXEMAN
T-Shirts only sizes
M,XL



ZZAP! SKATER
T-Shirts only sizes
M,XL



ZZAP!/ EIDOLON
T-Shirts sizes
S,M
Sweat Shirts sizes
S,M



ZZAP! ROCKFORD
T-Shirts sizes
S,M,L
Sweat Shirts sizes
S,L



T.G.M.
T-Shirts only sizes
M,XL



ZZAP/CRASH TRACKSUIT £7.99
small only



ZZAP! STICKS

THE ZZAP! HOT SIX

SOFTWARE MEGADEAL

RRP	OFFER	SAVE
4.99	3.99	1.00
5.95	4.74	1.20
7.95	6.40	1.55
7.99	6.44	1.55
8.95	7.20	1.75
8.99	7.24	1.75
9.95	7.95	2.00
9.99	7.99	2.00
11.99	9.99	2.00
12.95	10.40	2.55
12.99	10.44	2.55
14.95	11.95	3.00
14.99	11.99	3.00
19.95	15.95	4.00
19.99	15.99	4.00
23.00	18.40	4.60
24.95	19.95	5.00
28.95	23.15	5.80
29.95	23.95	6.00
34.95	27.95	7.00

FREE GAMES!

Furthermore, order any three £2.99 games and we will give you one £2.99 game absolutely free.

DISCOUNT HOTLINE

Please phone 0584 875851 now between 9 and 5pm and ask for Discount hotline and we will give you availability and release dates for your software order.

BACK ISSUES

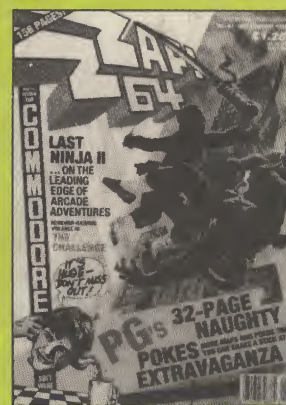
LIMITED NUMBERS AVAILABLE!

The following limited stock standard issues are available for a measly £1.95 each.

5, 8, 12 to 25, 27, 28, 30 to 41,
46 to 49, 51 to 60, 64

The following MEGATAPE issues are at a premium and going like hot cakes! They are available at a mere pittance for £2.45 each.

26, 42, 43, 44, 45, 50, 61, 62,
63, 65



HOW TO ORDER

Please fill in the coupon below and remember, if you are ordering software make sure you have specified which computer it is intended and whether you require cassette, disk or cartridge format. Similarly, don't forget to indicate garment size for clothing. Alternatively phone our hotline ordering service between 2 and 4 pm for fast effective service (credit card payment only). Prices valid for UK/Eire/Europe only. For Overseas orders please add £2.00 per item for Air Mail delivery.

ZZAP! MAIL ORDER ISSUE 67

Please make cheques and postal orders payable to ZZAP! Ltd.

Description	Format/Size	Price
TOTAL ORDER		

SEND THIS FORM TO:
ZZAP! Mail Order, PO Box 10,
Ludlow, Shropshire, SY8 1JW

HEY, SUBSCRIBE!

WHAT'S ZZAP! GOT?
IT'S GOT THE LOT!

ISSUES FREE!

WOT IT COSTS

UK MAINLAND	£15
OUTSIDE UK	£22
OUTSIDE EUROPE	£35

OUTSIDE EUROPE POSTED AIR MAIL. ALL OTHERS ARE SURFACE MAIL

Yes! Become a subscriber to ZZAP! for 12 months for just £15 (UK Mainland only)! By subbing, compared to the shop price for 12 issues at £18, you save £3! That's the price of TWO issues!! And you'll be saving even more than that because any special issues cost £1.95 each (and there's plenty of those coming your way!) — but you don't pay extra when you're a subber!

Zzap! has now got its very own subscription and back issues sales office in Ontario, Canada. Just phone your order through to Barry Hatcher of British Magazine Distributors Ltd. on tel. 519 4211285 (or fax him on 519 421 1873) - Visa accepted. Alternatively send your enquiries to British Magazine Distributors Ltd., 598 Durham Crescent, Unit 14, Woodstock, Ontario N4S 5X3, Canada. Yearly subscription rates US \$45 Canada CAN \$54. Back issues US \$5.00 Canada CAN \$5.90 (inclusive of postage)

**IT'S A SAVING OF,
BLIMEY!, £3!**

**'I'LL HAVE A ZZAP!
PLEASE BOB!!'**

**ZZAP!'S ALWAYS
TOPS!!**

**MORE WIBBLY THAN
HALF-A-POUND OF
JELLY!**

**MORE FUN THAN
A FERRET!**

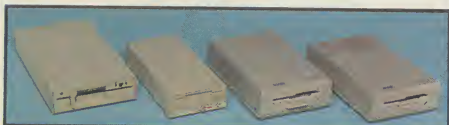


USE THE ORDER FORM ON PAGE 53

THERE'S ALWAYS A
COMMOTION GOING ON
IN ZZAP!'S UNDERPANTS!

THE 1990 ATARI ST PRODUCT GUIDE

PERIPHERALS & ACCESSORIES



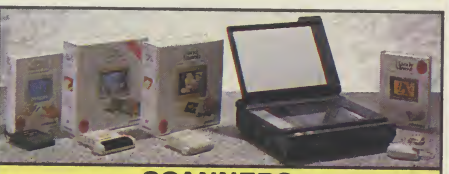
FLOPPY DISK DRIVES



MONITORS



JOYSTICKS



SCANNERS



PRINTERS



DISK BOXES

ROBOTICS

PLUS MUCH MORE!
SEND FOR YOUR FREE PRODUCT GUIDE!

THE UK's No 1 GUIDE TO THE ATARI ST

AND ITS **FREE!**

If you are interested in buying an Atari ST (or if you already own one), then you will not want to miss the FREE Atari ST Product Guide from Silica Shop. This 48 page, full colour guide is packed with details of peripherals, accessories, books and software for the Atari ST range of computers. In fact, the 1990 Atari ST Product Guide is the most comprehensive product handbook available for the Atari ST. Not only does the Product Guide provide an invaluable source of information on the UK's largest range of ST products, it is available absolutely FREE OF CHARGE! Just complete and return the coupon below for your FREE COPY! In addition to ALL Atari hardware, the range of products featured in the catalogue includes:

PERIPHERALS:

Robotics	Clocks	Floppy Disk Drives
Hard Disk Drives	Emulators	Graphic Tablets
MIDI/Music	Modems	Modulators
Monitors	Mouse controllers	Plotters
Printers	Scanners	Scientific Equip
Sound Digitisers	Sound Samplers	Video Enhancers

ACCESSORIES:

Cables	Cleaning Kits	Disks
Disk Boxes	Dust Covers	Joysticks
Monitor Access	Mouse Access	Power Supplies
Printer Labels	Printer Paper	Printer Ribbons
Stands	Upgrades	

BOOKS:

ST Dedicated	68000 Processor	General Computing
--------------	-----------------	-------------------

SOFTWARE - ENTERTAINMENT:

Arcade Games	Compilations	Advanced Sims
Sport Sims	Adventures	Board & Strategy

SOFTWARE - PRODUCTIVITY:

Art & Graphics	Accounts	CAD
Communications	Databases	Desktop Publishing
Education/Childs	Music	Programming
Spreadsheets	Utilities	Word Processors

SOFTWARE & BOOKS



ARCADE GAMES



ART & GRAPHICS



EDUCATIONAL



MUSIC



BOOKS

& STILL MORE!
RETURN THE COUPON NOW!

COMPLETE & RETURN THE COUPON FOR YOUR

FREE COPY

OF THE 1990 ATARI ST 48 PAGE PRODUCT GUIDE

FROM SILICA SHOP - THE ATARI SPECIALISTS

Silica are the UK's No 1 Atari Specialists. We have been established for over 12 years, and have an annual turnover of £10 million. With our experience and expertise, we can claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon for our latest free literature and begin to experience the "Silica Service".

SILICA SHOP



MAIL ORDER: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Tel: 081-309 1111
Order Lines Open: Mon-Sat 9.00am-6.00pm No Late Night Opening Fax No: 081-308 0608

LONDON SHOP: 52 Tottenham Court Road, London, W1P 0BA Tel: 071-580 4000
Opening Hours: Mon-Sat 9.30am-6.00pm Late Night: Thursday until 8pm Fax No: 071-323 4737

LONDON SHOP: Selfridges (1st Floor), Oxford Street, London, W1A 1AB Tel: 071-629 1234 x3914
Opening Hours: Mon-Sat 9.30am-6.00pm Late Night: Thursday until 8pm Fax No: 071-495 8321

SIDCUP SHOP: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Tel: 081-302 8811
Opening Hours: Mon-Sat 9.00am-5.30pm Late Night: Friday until 7pm Fax No: 081-309 0017

To: Silica Shop, Dept ZAP64-1190-37, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND ME A FREE ST PRODUCT GUIDE

Mr/Mrs/Ms: Initials: Surname:

Address:

Postcode: Tel:

Which computer(s), do you own?

E&OE - Advertised prices and specifications may change - please return the coupon for the latest information.

CYBER TALK

THE PROGRAMERS OF ARMALYTE SPEAK OUT!



★ John Kemp, Robin Levy, Dan Phillips (l-r).

It's been two long years since *Armalyte* staked its claim to being the best C64 shoot-'em-up ever. Scintillating graphics, simultaneous two-player action and extreme difficulty earned it 97% and a Gold Medal. Amazingly, it was the first ever game of its Exeter-based authors, Cyberdyne Systems. Yet this three-man team has remained shrouded in mystery, granting no interviews and no pictures. But with *Armalyte 2* due for an early 1991 release, ROBIN HOGG finally got to meet the enigmatic geniuses, talking mainly with programmer Dan Phillips. In the first part of a two-part feature Robin asks about the programming of *Armalyte* and discovers a darker side to the software industry.

● Far from being the huge team of programmers and graphic artists you might expect of one of the C64's best programming teams, Cyberdyne Systems is very much a close knit, small time affair. Consisting of Dan Phillips (main code programmer),

John Kemp (system programmer) and Robin Levy (graphics), the Cyberdyne crew have been busy over the past two years following up their debut game with new ideas, new games and vastly improved programming techniques, but all to little avail. Nothing has emerged with the Cyberdyne tag — not yet.

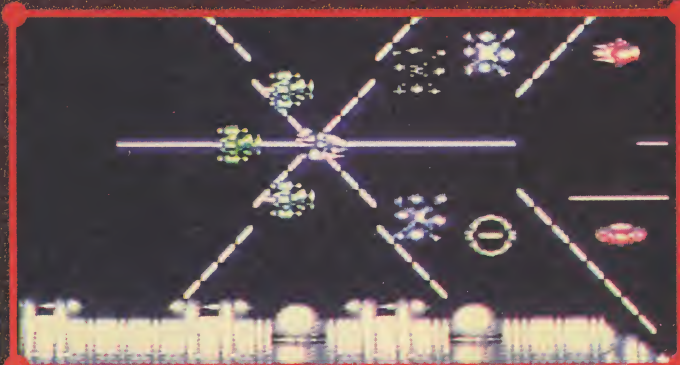
As Dan Phillips explains, things have been very busy for the crew in the post-*Armalyte* period but even for the best of the best, not all has gone well...

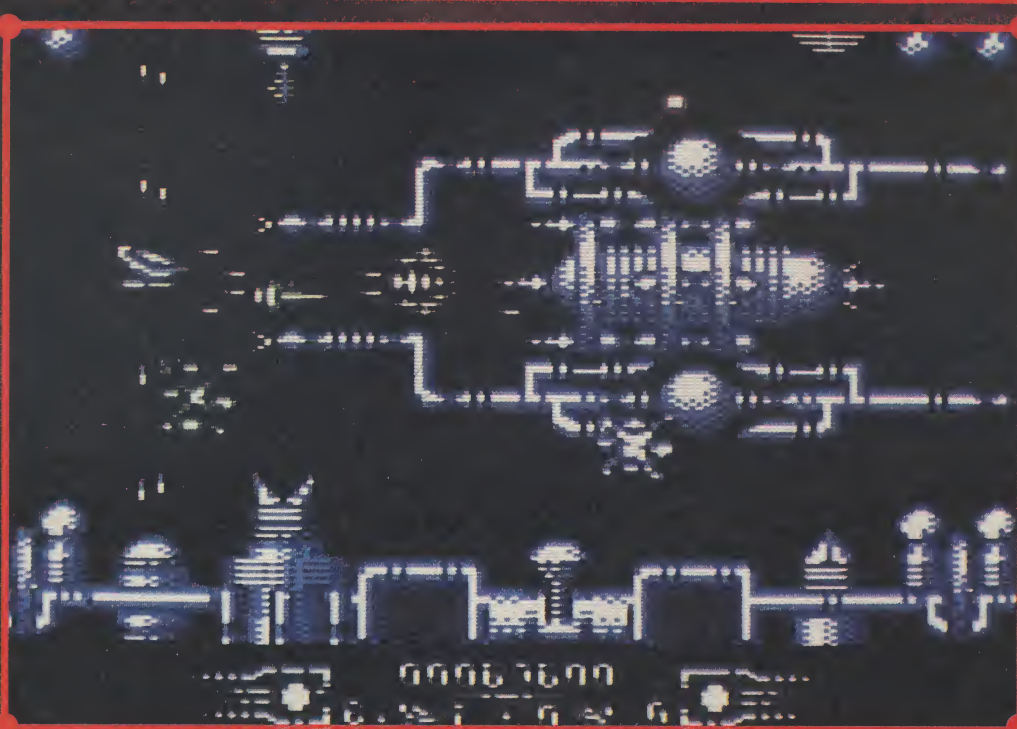
'Cyberdyne Systems was formed three years ago in July/August just before the 1987 PCW Show. We were all in college doing nothing and came together to swap ideas on coding and suchlike. At first we put together some stuff on the C64 and it looked a bit like *Salamander*, in fact when we went to the show we took these incredibly naff demos, a load of crap really but funnily enough the first people we saw were Konami! They said that someone had been signed up to convert *Salamander* already [Peter Baron and Bob Stevenson for Imagine]. We also saw a demo of *Io*, the one done by Doug Hare [and Bob Stevenson], which scared the crap out of us as it looked really good. When a finished copy of the game came through afterwards we loaded it up, played it for five minutes or so and found it unplayable which was a relief.'

While at the PCW Show, Cyberdyne first came into contact with ZZAP! and Thalamus in one deft action through Julian Rignall, no less. But other things didn't go quite so well: 'We showed our demos to Jazza who liked it and he also introduced us to Paul Cooper of Thalamus but no contracts to write *Armalyte* were signed until April of the following year!'

Branching away briefly, what not many people know about Cyberdyne Systems (and until this interview, that included me) was that the team was actually a four-piece set to start with. John Harries, a friend of Rob Snare Stevens who was introduced to Cyberdyne in mid-87, was a member of the collective group and took part in the initial coding

★ *Armalyte 2*: the original level graphics from *Armalyte* are being temporarily used here but witness the awesome, diagonal firepower of the new ship. Note that three drones replace the original's one.





he got to completing any was a title screen!

Dan joins in, 'I didn't start learning code until around the late Summer of '87. Between then and *Armalyte* I was just learning to program the C64 and after that we began to realise how crap John Harries was. He was with us for six months or so before going off to Thalamus... but we don't talk about him!

John Harries is credited with 'original algorithms, additional programming' in the *Armalyte* inlay but as Dan reveals, 'He was working for Thalamus by then and while he was there he must

of *Armalyte*.

As John Kemp explains, 'He was quite useful in the beginning, he wrote the boot code and an alien animations routine, he was alright until we moved out of working at his home and into my house [where Cyberdyne are still based] and after that he was a pain in the behind basically. He was looking over Robin's shoulder all the time, doing small bits and pieces of work and not really doing anything and he started writing some editors which was my work. He was supposed to be writing some small games to sell to keep us going — the nearest

have intercepted the finished game because he put a credit in the inlay and a hidden message on the tape loader of *Armalyte*, black text on black with a message along the lines of "uncredited programmer — John Harries". He wasn't with Thalamus for long and shortly after he "left". Exit John H from the tale.

Going back to Cyberdyne's first steps. Following an agreement with Thalamus, when did things start happening for the team?

'Well, during the initial development stages of *Armalyte* [pre-contract] we helped with the mastering of *Hunter's Moon* around November of '87. It was over to the masters to assist and we were there for four days writing an end-sequence for the game! Four days without sleep! What happened for us to get into this situation was that Robin got talking with Martin [Martin Walker — author of *Hunter's Moon* and *Citadel*] and Robin said, "Yeah, we'll do the end", meaning just the graphics. Martin assumed he meant the *entire* end-sequence and because Robin can't do programming we were dragged into it, so we worked for four days: one day writing the thing, the other three debugging it!! Actually John [Kemp] coded the end-sequence. I was thoroughly bored stiff by it all!

'What narked us off was not really the work involved on *Hunter's Moon* but that Robin gave Martin some graphics for his later project *Citadel* and I gave him the multi-plexor routines and other stuff, and Martin never called us back afterwards! Robin wasn't exactly paid for his work either, contributing the sprites and background stuff. Martin was going to do the sound

effects for *Deadlock* too but that came to nothing.'

A great deal of hassle for little reward it seems, but with the advent of *Armalyte*, didn't things change for the better?

'On the 1st of April we signed the contract to do *Armalyte* back in 1988 ["Guess who were the fools!" came the unidentified reply down a dodgy phone line]. We didn't know this at the time, but we were expected to finish it by the 1st of May! Paul [Cooper] just didn't have a clue about all the business of contracts. We'd have had to work 36 hours a day to manage it so it was good to find out later on that Paul and Thalamus were flexible on deadlines.'

No more than a month to finish the bulk of the project sounds incredible, what on earth went wrong to come up with a deal like that, Dan?

'I wasn't present at the contract signing: John Harries [remember him?] was there with Robin and John [Kemp] and he just ignored them, he said, "Yeah, we'll do it in a month" to Paul while he was sitting across from the others and that narked us off. Another thing was that the royalty rates were less than we were led to believe—which was a bit of a bummer.

'We were paid an advance for *Armalyte* but we didn't buy any equipment with that money. We used *Laser Genius ASM* [released through Ocean] for coding, the best on the market for the C64 — the editors were written in BASIC!

Any major problems during the production of *Armalyte*?

'I remember one time when Martin [Walker] came down to install the sound effects routine for *Armalyte*, we loaded it up and the whole thing just overran in memory and everything was flickering all over the place and falling apart, 16 sprites on screen and scroll and it was all falling down. I spent two hours worrying about it flickering, in the end I rewrote the code from scratch: it took three weeks to rewrite but we had the base code, game ideas and structure to work from.'

But still the problems persisted?

'Paul wasn't very happy with how *Armalyte* was progressing. He was a pain, he was never available and spun us a load of old crap. He was influenced by a certain third party into thinking that Cyberdyne Systems weren't too good which didn't help — eventually he left though.

'Probably the biggest contributing factor to any delay in programming *Armalyte* was... *Dungeon Master*! We liked it a lot, playing it for hours until we completed it. After we did that it was



TOP QUALITY GAMES

AT ROCK
BOTTOM
PRICES



ALL AVAILABLE FOR:
SPECTRUM
COMMODORE
AMSTRAD
£2.99 EACH

HIT NAMES • HIT GAMES
HIT SQUAD



★ The original *Armalyte*: the best shoot-'em-up ever?

alright and we got back to work as code stopped for a while at the point when about four levels had been done. We felt guilty as Robin was slaving away on C64 graphics all the time, so blame Mirrorsoft for that!

Why *Armalyte* for a name though?

'*Armalyte* was originally called *Starburst*, then we went through *Manowar* and *Magnox* [which was the name of an earlier game that was never finished] and finally ended up with *Armalyte*. The name was chosen by John Harries, about the only constructive thing he did while he was with us. The name comes from a Heavy Metal album or a song, we don't know which one so if anybody knows where the *Armalyte* lyric is from then let us know [via a letter to Rob H at ZZAP!].'

The coding and graphics can't have gone right first time though, surely?

'No. Robin had three goes at the *Armalyte* graphics. The first version was a bas relief effect which was scrapped for a second crystalline effect which was really naff. The third version was a lot nearer the mark and it was implemented.'

'The sound effects are a bit of bum too as they were updated 300 times [slight exaggeration there Dan!] and Martin didn't know how to do proper shoot effects. At one stage there was an ongoing argument between me and him as to why the effects were bugging up during testing.'

There was a problem between priorities where the sound routine was processing a higher priority sound [like the superweapon firing] and then came across a low priority routine [an alien explosion] it went to an RTS and slurred the sound. Eventually I

looked through his sound routine and rewrote part of it to provide a temporary correction and we told Martin to fix it in his sound routine.'

I gather the skill level was constantly tweaked?

'We got back the impression that *Armalyte* was just too hard, a lot

of people couldn't get past level two which marked us off as people hadn't seen more than 20-30% of the game. When we were playtesting we could get through the game easily enough: John and me managed to kill 98% of the aliens in the game once! Actually, it would have been much harder if Jazza hadn't seen it and phoned up to say that it was far too hard! Robin didn't plan level five to be so difficult — it was originally going to be an earlier level, only during playtesting when someone said it was a bit difficult did we up the challenge level [and made it level five]. We found it incredibly good fun slaughtering aliens as it was: you can blame Robin for making it so nasty, he designed the attack waves and everything so blame him!'

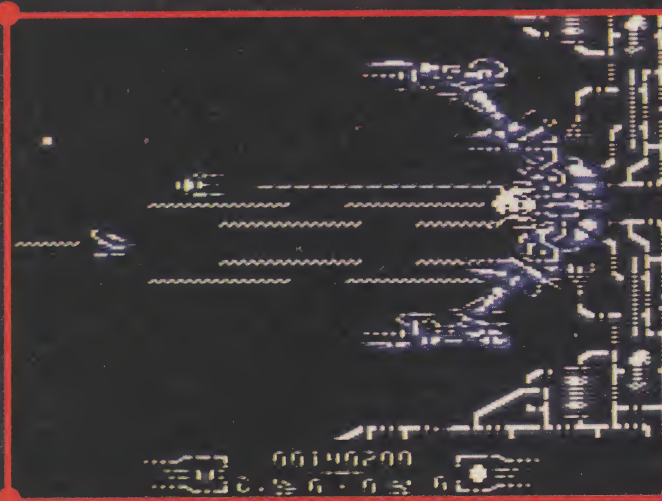
I remember the pre-prod versions of *Armalyte*, used by the magazines to review the game, had stars on the title screen? What happened to them as I preferred them!

'So did we!! We started off with stars but it was all Martin Walker's fault! In the course of modifying the game we were sending demo disks up to Martin Walker for his music, and we got feedback from Martin who said they [the stars] were rather dull and the screen wasn't busy enough. I changed them to multi-colour balls which were slightly bigger and more substantial. The balls were rushed though, there's a big jump in animation frames if you can spot it.'

Was there anything about *Armalyte* that you weren't pleased with

★ Some thought *Armalyte* a bit too tough — even Robin Hogg!





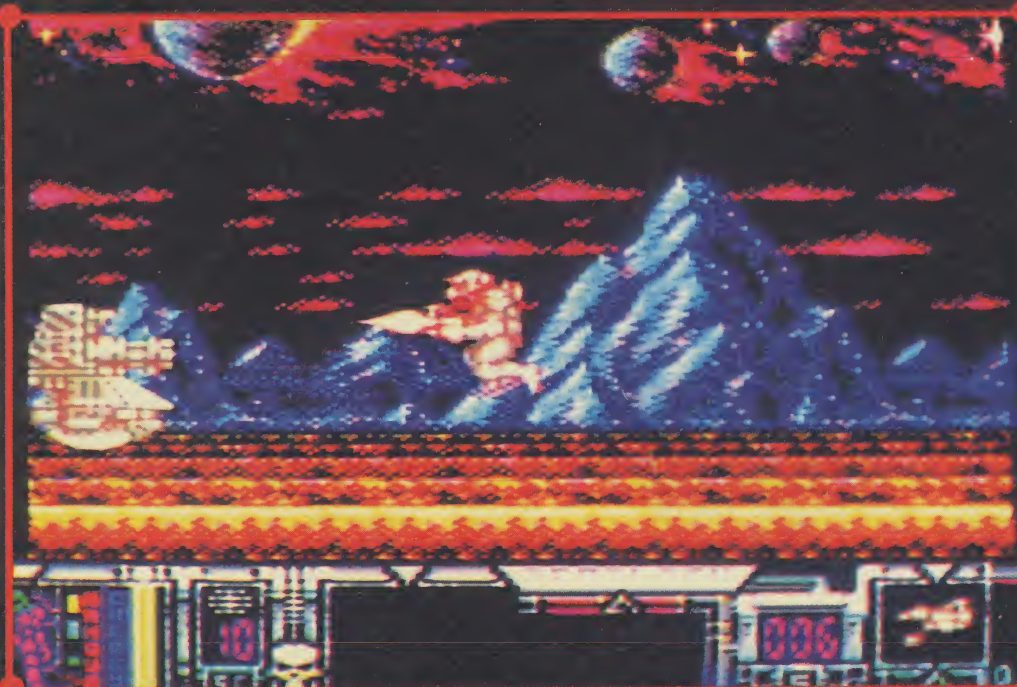
which us mortals wouldn't have noticed?

'Something that was a b6tch' up was the lack of one screen in the end sequence. Robin was meant to do it but went up to help Martin

Walker [on *Citadel*] and didn't have time to finish it before mastering.

'We could have had a save-score-to-disk feature as well but there wasn't enough space or time to put in a proper save rou-

★ The extraordinary artistry of Cyberdyne is shown off by this planet scene in *Deadlock*.



tine. The disk wasn't notched either and we didn't fancy manually notching 10,000 disks like they did with *Hawkeye*!

On the very last level, as well, there's a set of crushers and if you destroy the last one only three out of four "destroyed" sprites appear correctly. We could have changed it for the budget rerelease [planned for early '91 on the Kixx budget label] but we left it in to show that we're only human!!'

Summertime of '88, and with the PC Show looming the shoot-'em-up war began with the release of Rainbow Arts's *Katakis* and Imagine's *Salamander*. What did you think of the competition?

'*Katakis*? Not very good, basically crap. You look at the alien sequences and then look at those of *Armalyte*. In *Katakis*/Denaris all the sprites follow the same pathway whereas in *Armalyte* if you watch the level demo it's quite entertaining to see the individually programmed patterns and sequences.

Towards the end of the programming, around August of '88 we saw *Salamander* in CU which frightened us because they gave it a good review. It looked really good in the screenshots and we were marked off by Martin Walker [again!] as he'd been up to ZZAP! with his diary and had seen it but didn't want to say anything about it and we really wanted — needed — to know!!! We weren't too worried when we saw it though, we had a good laugh over it. They'd missed out two levels, the music was misplaced, the whole thing slowed down a lot: a fairly good conversion for the time but technically not as good as it could've been.

'In August we came up against the *R-Type*/*Katakis* clone incident with Activision having a go at *Katakis* and every similar game,

including *Armalyte* with its "drone". Rod Cousens [of Activision] could have delayed the *Armalyte* release but if it came to court it seems as if he couldn't have done anything. You can't copyright horizontal scrollers, Rod rang up Thalamus about it and Paul said, "It's nothing like *R-Type*" and that was it! Paul got us worried though afterwards as he asked us if we had proof that it wasn't an *R-Type* game which we could have proved if we had to, basically Activision just didn't have a leg to stand on.'

At long last in late August/early September *Armalyte* went into the final stages and by the beginning of October it was finished but a price had been paid.

'By the end we were desperate for money to keep us going, we received one cheque for completing *Armalyte* but for five months we had nothing before the royalties came in and then we got three cheques in all.

The marketing of *Armalyte* met with some disapproval as Dan explains, 'Paul Cooper said he was going to get more sales with the Delta II label on it which we weren't sure about but went ahead with it. This time *Armalyte* 2 is going to rest on the *Armalyte* name. There was a long delay then before mastering but then in October of '88 it came out.

'When *Armalyte* was released the funny thing was that Oli's artwork was disappointing, Oli can do some really good stuff so we couldn't understand it. It looked rushed, maybe Paul Cooper rushed him over it but it just didn't look right.' (Oli informs us that the drawing took two days, wasn't at all rushed and to quote Oli, 'Cyberdyne are entitled to their own opinion!')

Following *Armalyte*, the team did some brief work on Martin Walker's *Citadel*.

'Martin Walker sent us demos of *Citadel*. We weren't approached by anyone other than Martin and as a favour Robin went up for a couple of weeks and did some of the graphics. We were doing the mastering of *Armalyte* at the time and John finished the bitmap screens end-sequence over the weekend.

John and Robin put an opening sequence in which was never used, three or four bitmaps with music fading out while I provided some multi-plexor code for *Citadel*. The amount of memory it took up meant another load would be needed but Martin didn't fancy [on a tape version at least] the idea of loading up the opening sequence and then the title screen and then the game, so it wasn't used. We would have done it for the disk version as the loading wouldn't have mattered. Shame.

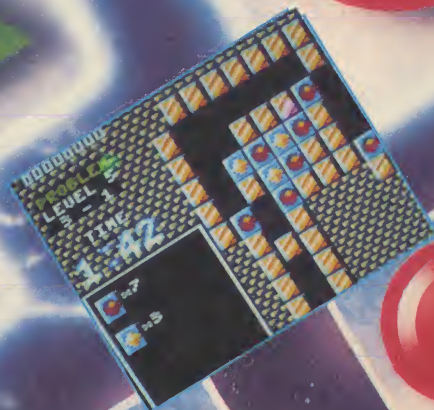
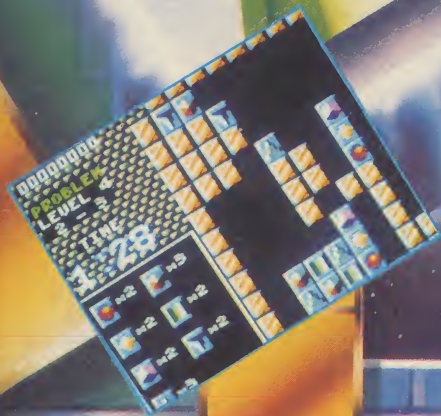
● Next month Cyberdyne will talk about their work on a 'new' System 3 game, the appropriately named two-year-old *Deadlock*, *Last Ninja III* and *Armalyte* 2.

PUZZNIC

The latest and greatest puzzle game has now hit the Western World! The best-selling coin-op game by Taito employs 144 levels of fiendish perplexity as you position the

blocks and make them disappear.
Sounds easy?

The gameplay is staggeringly simple - the ingenuity lies in the formation of the screens! Get puzzled by PUZZNIC and be prepared for many long nights of frustration and excitement!



Ocean Software Limited • 6 Central Street • Manchester M2 5JL
Telephone 061 832 6636 Telex 669977 OCEANS G Fax 061 834 0650

TAITO



PIG IN A POKE!

PIG IN A POKE!



It's post-CES Show and my bunions are just about down to normal size again after all that walking around at the show (lots more space or was it less stands??). Apex, Cyberdyne Systems, half of the Teenage Mutant Hero Turtles, Rob Snare Stevens, Betty Boo (yeah!), Graftgold, RoboCop (again) were all there, even the monsters from Nightbreed were there with their leader, Esther. Hope you enjoyed the shower of Creatures, grabbed loads of freebies and had a good time! For a good time this issue just keep on reading!!

TREASURE ISLAND DIZZY

(Code Masters)

Hmmmm, we seem to be working in reverse here! After the *Fantasy World Dizzy* antics of a few issues back we now have not only the solution to the earlier C64 Dizzy game *Treasure Island Dizzy* but also a beautiful map by Simon Yarde of Worthing, Sussex. This time

it's going in, Simon, and what a map it is!! Without further ado, here's the solution and (somewhere on these pages) here's the map as well. Thanks to Stef and Si and a good few others as well. Oh and I hope this lot helps Tina!

TREASURED TIPS

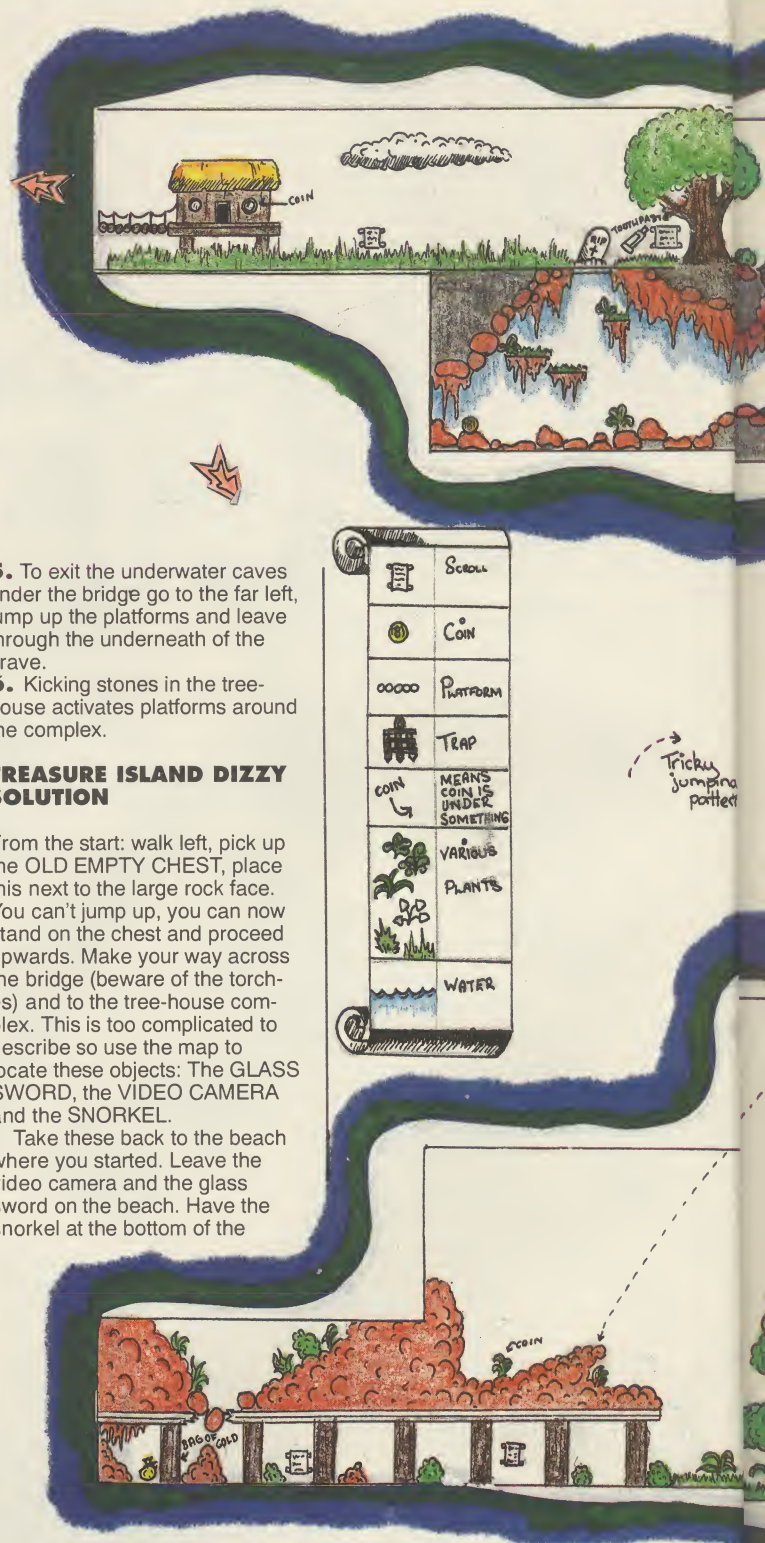
1. Plan your list of items carefully, especially when you're underwater.
2. To reach the coin above the mine behind a plant, stand in the top left hand corner of the tree house complex and jump.
3. Make a hole in the middle of the bridge with the axe or when you need to cross the gap: you'll hit the torches.
4. Remember to have all thirty gold coins before you leave both islands on the boat (don't even get on until you have them all!)

5. To exit the underwater caves under the bridge go to the far left, jump up the platforms and leave through the underneath of the grave.
6. Kicking stones in the tree-house activates platforms around the complex.

TREASURE ISLAND DIZZY SOLUTION

From the start: walk left, pick up the OLD EMPTY CHEST, place this next to the large rock face. You can't jump up, you can now stand on the chest and proceed upwards. Make your way across the bridge (beware of the torches) and to the tree-house complex. This is too complicated to describe so use the map to locate these objects: The GLASS SWORD, the VIDEO CAMERA and the SNORKEL.

Take these back to the beach where you started. Leave the video camera and the glass sword on the beach. Have the snorkel at the bottom of the



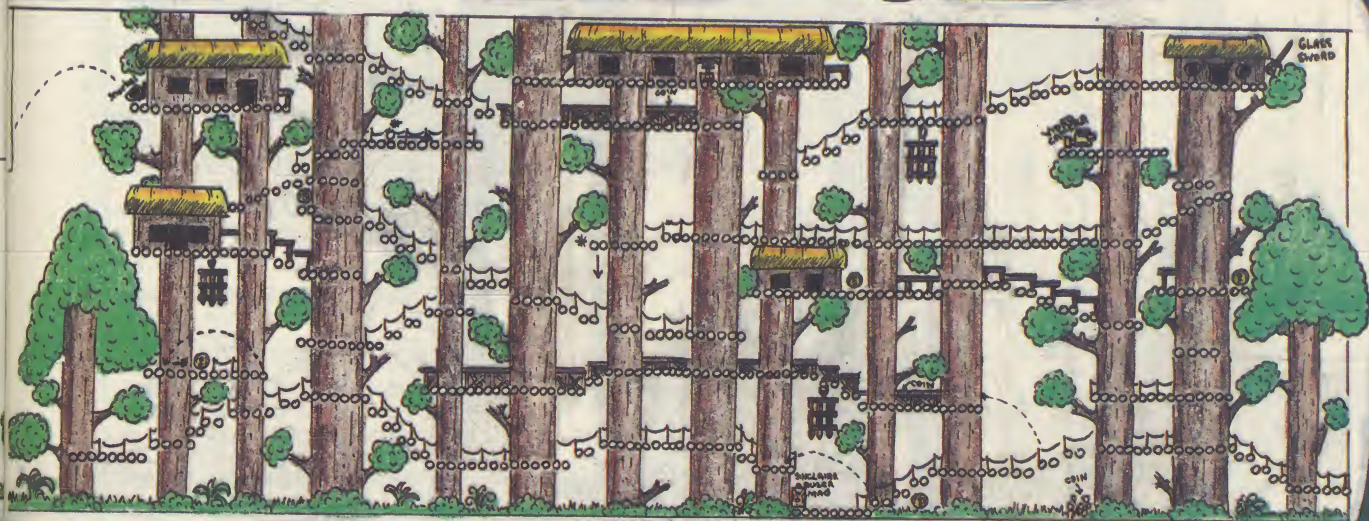
object list and jump into the sea. All the creatures will kill you on contact so beware. Get the SPADE and go back to the beach. First pick up the spade, then the glass sword, then the snorkel. Go into the sea again and find the WOBBLY ROCK. Wait for a gap in between the fish and the squiddy thing, then hit the rock with the spade. Ride the BUBBLE, then time your jump to miss the jelly fish. Climb up the

rocks (avoiding the shoal of fish) to the second island.

Get the GOLDEN KEY from the jetty, then head back to the GRAVE (on the island you're on). Holding the snorkel and the golden key, tap on the grave with the glass sword and a hole will now appear. Drop into the shallow pool, then go right into the pirates hide-out. Jump over the barrels, avoiding the torch flames. Stand on the door disguised as half a



Treasure Island



barrel, open this with the golden key. Take the MICRO-WAVE, then go back to the shallow pool.

Holding your snorkel, go left and pick up the TWO STICKS OF DYNAMITE, then jump over the rock and the crab. Ride the bubble again and go to the shopkeeper's hut, give him the micro-wave and he'll give you a BOAT. Drop the boat in the water of the

jetty, but don't get on it just yet!!! Leave the dynamite, pick up the BIBLE and the AXE, then go back to the first island.

Stand on the bridge, holding the bible and the snorkel and cut a hole in the exact middle of the bridge with the axe. Explore the underwater caves, find the CURSED TREASURE (if you're not holding the bible, you'll get struck by lightning).

Go to the second island again, give the shopkeeper the cursed treasure and he'll give you a MOTOR. Add this to the boat and you can now get rid of the bible. Pick up the dynamite and go back to the first island.

Find the INFRA-RED DETECTOR in the tree-house complex then go to the BLOCKAGE in the mines. Stand back and push the PLUNGER on the DETONATOR.

You can now get the bag of GOLD COINS. Go back to the beach and pick up the VIDEO CAMERA and go to the shopkeeper. He'll give you an IGNITION KEY and some PETROL in return for the video camera and the gold coins. Add these to the boat and jump on when it's moving and keep walking on the boat until you arrive at the harbour. Jump off the boat onto the har-



PIG IN A POKE!



bour and you've done it!!!
(Phew!!)

Dizzy Note: A little additional tip from **Marc Dizzy Mad Doe** of Plymouth for *Fantasy World Dizzy* which can come in very handy for those of you trying to leap over the crocodile (which is what my solution suggested). You need the ROPE from Denzil to get this to work. Go and stand on the crocodile and then drop the rope which ties the croc's jaws together, stopping it from biting. Now you don't have to wait for him to snap twice before jumping, you can just jump!!! Nice one Marc!

SHADOW OF THE BEAST II

(Psygnosis)

During the reviewing of this

so-so Amiga sequel to *Beast* we just HAD to have the cheat mode to get through it and even with it it's tough! I was told by Psygnosis not to reveal it but we've had a good few letters in giving the game away so here's the cheat mode. Many thanks to Peter McNally of Drumchapel, Glasgow for being the first to send in the cheat!! Watch out for the complete solution (and possible map) next month!

Start the game as normal and then head right towards the forest guarded by the natives. Run up to the first native and press A to ask him a question. When the prompt ASK HIM ABOUT WHAT? comes up, type in TEN PINTS (with a space) and press Return. You'll now have infinite energy, but you can still get trapped in certain corners (such as if you fall into the water and miss the last chance rope).

DAMOCLES

(Novagen)

Only a few of the solutions to this 3-D arcade-adventure extravaganza (with emphasis on the adventure) were expected but R Barrington of Uttoxetter in Staffordshire first sent in two new solutions and then a third! Following up this was Andrew Roberts with a near complete list of all the objects in the game and their locations, I say near complete as I'm sure there's the odd object or two hidden away in the Dialis system but at last we have the solution to the Midas Puzzle and the secrets of the Author's House are exposed! Also many, many thanks to Russell Neely of Bristol for his list of objects in the game too. Ta!!

SOLUTION NUMBER TWO

When you've got your vehicle and accepted the reward money (after pushing it up to 25 million credits) go to the Playtester Stores at 09-02, down to the basement and pick up the ANTI-GRAV. Now fly to a Trading Post and sell it. Fly to the Trading Post 13-15 and buy the BOOK OF WISHES there (costing 16,000 credits).

Fly to MIDAS (home to quite a few pyramids) and, instead of exploring each and every one, use the six figure co-ordinates and go to 577-341, search around this area for a pyramid numbered in the following manner:

(Top Left Corner — 68/Top Right Corner 09)
(Bottom Left Corner — 20/Bottom Right Corner 33)

In that pyramid is the MAGIC



ZEPPELIN GAMES

LOOKING FOR THE FREELANCE WORK?
ABLE TO PROGRAM/CREATE GRAPHICS OF THE
HIGHEST STANDARDS?
WANT TO SEE YOUR PROJECT REACH THE TOP OF
THE CHARTS?

If the answer to all of these questions is "YES!", you could do worse than dropping us a line. We are currently on the lookout for the best programmers and graphic artists to produce a number of conversions and new projects on the C64 and Amiga. For a fast evaluation, simply send a comprehensive demo of your work to:

PAUL RAND
HEAD OF DEPARTMENT,
ZEPPELIN GAMES LTD,
PO BOX 17,
HOUGHTON-LE-SPRING,
DURHAM DH4 6JP.

MICRODIAL

ATARI

520 STEF DISCOVERY PACK.....	£279.00
520 STE POWER PACK.....	£369.00
1040 STE EXTRA PACK.....	£460.00
PORTFOLIO.....	£229.00
LYNX.....	£165.00

COMMODORE

AMIGA A500 BATMAN PACK.....	£369.00
A500 FLIGHT OF FANTASY PACK.....	£369.99
A500 CLASS OF THE 90'S PACK.....	£515.00
M501 1/2MEG UPGRADE INC CLOCK & GAME.....	£75.00
1 MEG BATMAN OR FLIGHT OF FANTASY.....	£440.00
PC STARTER PACK.....	PLEASE PHONE

PRINTERS

STAR LC -10.....	£169.00
STAR LC -24/10.....	£249.00
MANNESMANN TALLY MT81.....	£147.00
CITIZEN 120D.....	£125.00
SEIKOSHA SP2000.....	£235.00

SOFTWARE UP TO 20% OFF RRP

THIS IS A SMALL SELECTION OF OUR WIDE RANGE - PLEASE
PHONE - WE WILL TRY TO MATCH ANY PRICE



All prices include VAT and P&P. Courier Delivery add £8
Please make cheques, P.O.'s payable to "MICRODIAL"
and send to: THE OLD CAMP SHOP, WARRINGTON
LANE, ADGEN WHARF, LYMM, WARRINGTON, WA13
0SW



All items are subject to availability, prices are subject to
change without notice. All goods despatched upon
cleared payment.
Proprietors: Mike Todd and Mal Neary E & O.E.

24 HOUR ORDER LINE 0925 75 7696

FED-UP PLAYING WITH YOURSELF? THEN READ ON...

Do you think you could conquer the world or survive the pitfalls of being a Troll? Are you a potential Captain Kirk or even Mastermind material? Now you can FIND OUT! Enter the exciting world of Play by Mail, send NOW for a FREE Start-Up in any of our games.

CRISIS! is a fast-paced wargame for twenty players set on Earth in the near future. You send your troops out to invade the countries of the world while your factories produce the income required to fund your campaigns, and your nuclear missiles obliterate vast tracts of enemy land!

TURNS PROCESSED FORTNIGHTLY £1.50/turn

TROLLS BOTTOM is a strange island of magic and mayhem where seventy players play the part of enormous Trolls. They fight, hunt, make things, eat, and fight again until only one remains. Perhaps that one will be you?

TURNS PROCESSED EVERY TEN DAYS £1.50/turn

STAR CLUSTER is a game of interstellar conquest for fifteen players. Each race seeks ultimate control of the cluster, but first they must explore and conquer it. Could you lead your race to stellar domination?

TURNS PROCESSED FORTNIGHTLY £1.50/turn

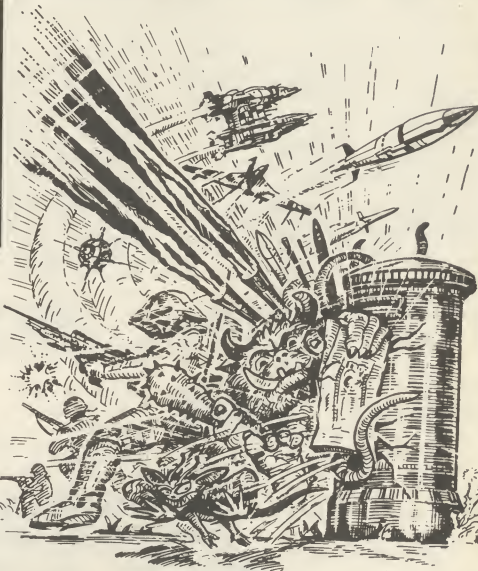
TRIVIA is a postal trivia league for one hundred players. You answer a selection of twenty 'trivia' questions and set two of your own for the other players to answer. Each league contains ten divisions of ten players, could you gain promotion to the top of the first division?

TURNS PROCESSED UPON RECEIPT £1.50/turn

Games by Mail

5 TOWN LANE, LITTLE NESTON, S. WIRRAL, L64 4DE
TEL: 051-336 1412 FAX: 051-336 8156

G·B·M
For quality Play by Mail Games



TICK START-UP REQUIRED

- ☐ CRISIS!
- ☐ TROLLS BOTTOM
- ☐ STAR CLUSTER
- ☐ TRIVIA

NAME _____

ADDRESS _____

**START-UP
AND FIRST
TWO TURNS
FREE!!**

Games by Mail

5 Town Lane, Little Neston, S. Wirral, L64 4DE.

TV SPORTS
FOOTBALL
DISC ONLY £7.99

SHOOT EM
UP CONST. KIT
DISC ONLY
£7.99

TURBOSOFT

LOADS OF
CHAOS
CASS £6.99
DISC £11.99

TIME MACHINE
CASS £7.50
DISC £11.99

SPECIALS CASSETTE

Speedball	3.99
Galdregons Domain	3.99
Xybots	3.99
Paciland	2.99
Bored of the Rings	3.99
Toobin	3.99
Running Man	3.99
Straton	0.99
Laser Squad	4.99
Thunderbirds	3.99
Powerdrift	4.99
Cyborg	1.99
Dragon Spirit	3.99
Mr Hell	3.99
Navy Moves	2.99
Weird Dreams	3.99
Barbarian 2	3.99
Steel Thunder	4.99
A.P.B.	3.99
Superman Man of Steel	3.99
Trivial Pursuit	2.99
President	2.99
Pub Games	2.99
Mini Golf	1.99
Time & Magic	3.99
Altered Beast	3.99
Afterburner	3.99
Trivial Pursuit New Begin.	3.99
Brian Cloughs Football	3.99
Hunt for Red October	4.99
Firezone	2.99
Annals of Rome	2.99
I.Q.	1.99
Causes of Chaos	2.99
Journey	2.99
Bugsy	1.99
Headcoach	2.99

Game Set & Match 2
Only £8.99 Disc £12.99
Matchday II, Ian
Bothams Test Match,
Basket Master, Super
Hang On, Track 'n' Field,
Superbowl, Winter
Olympiad, Steve Davis
Snooker, Nick Faldo's
Open

**CECCO
COLLECTION**
Cass £8.99
Disc £12.99
Exolon,
Cybernoid,
Cybernoid II,
Stormlord

**IN CROWD
ONLY £10.99**
Barbarian, Gyzor,
Crazy Cars,
Predator, Karnov,
Combat School,
Target Renegade,
Platoon

**TAITO COIN OP
ONLY £8.99**
Rastan, Flying Shark,
Bubble Bobble,
Arkanoid, Slapfight,
Arkanoid II, Renegade,
Legend of Kage

**SUPREME
CHALLENGE
ONLY £4.99
DISC £10.99**
Elite, Ace, Sentinel,
Starglider, Tetris

**SOCCER
SPECTACULAR**
Only £4.99 Disc £10.99
Football Manager, Peter
Beardsley's Soccer,
World Champions,
Handball Maradonna,
Soccer Supremo

**MEGA MIX
ONLY £9.99**
Barbarian II,
Dragon Ninja,
Operation Wolf,
The Real
Ghostbusters.

**THE BIZ
ONLY £10.99**
Operation Wolf,
R-Type,
Batman Caped
Crusader,
Double Dragon

30 RED HOT HITS ONLY £6.99

Ghostbusters, FA Cup,
Agent X 2, Kane, LA Swat, Ninja Master,
Rasputin Ollie and Lissa, Ricochet, Zolyx,
Way of Exp Fist, Dan Dare,
Formula 1 Simulator, Brian Jack's
Superstar Challenge, Tau Ceti, Park Patrol,
Thrust, Harvey Headbanger, War Cars,
Tarzan, Ninja Hamster, Enlightenment -
Druid II, Mystery of the Nile, Mega
Apocalypse, Magnetron, Morpheus,
Frightmare, Traz, Samurai Warrior

CBM64 TOP 50 HITS

	CASS	DISC
Turrican	7.50	11.99
International 3D Tennis	7.50	11.99
Shadow Warriors	7.50	11.99
Robocop	7.50	11.99
Chase HQ	7.50	11.99
Ferrari Formula 1	7.50	11.99
Operation Thunderbolt	7.50	11.99
F16 Combat Pilot	11.99	14.99
Rainbow Islands	7.50	11.99
Batman the Movie	7.50	11.99
Lords of Chaos	6.99	10.99
Man Utd	6.99	10.99
Bomber	11.99	14.99
Adidas Football	9.99	13.99
X-Out	7.50	11.99
Dragon Ninja	7.50	11.99
Flight Simulator II	13.99	26.99
Blood Money	7.50	11.99
Cabal	7.50	11.99
A.M.C.	7.50	11.99
Turbo Outrun	7.50	11.99
Strider	7.50	11.99
Stunt Car Racer	7.50	11.99
Starflight	N/A	11.99
Test Drive II	7.50	12.99

CBM 64 CLASSICS

	CASS	DISC
3D Pool	7.50	11.99
Sim City	N/A	14.99
Zak McKracken	N/A	12.99
Colossus Chess 4	7.50	11.99
Colossus Bridge 4	8.99	11.99
Airborne Ranger	11.99	14.99
Quarterback	7.50	11.99
War in Middle Earth	7.50	11.99
Heroes of the Lance	7.50	11.99
Dragons of Flame	7.50	12.99
Silkworm	7.50	11.99
Pools of Radiance	N/A	19.99
Hillsfar	N/A	15.99
Curse of the Azure Bonds	N/A	19.99
Silent Service	7.50	11.99
Red Storm Rising	11.99	14.99
Grand Prix Circuit	7.50	11.99
Super Cars (T.D. II)	N/A	6.99
California Challenge (T.D. II)	N/A	6.99
Bards Tale 1	N/A	6.99
Bards Tale 2	N/A	12.99
Bards Tale 3	N/A	12.99
Dragon Wars	N/A	12.99
Indy Jones + Last Crusade	7.50	11.99
Microprose Soccer	11.99	14.99
Ninja Warriors	7.50	11.99
Risk	9.99	12.99
Pirates	11.99	14.99
Rommel	N/A	13.99
Russia	N/A	13.99
Forgotten Worlds	7.50	11.99
Panzer Battles	N/A	13.99
Panzer Strike	N/A	19.99
Carrier Command	11.99	13.99
Football Man II + Exp. Kit	7.50	11.99
Mavis Beacons Typing	N/A	20.99
Maniac Mansion	N/A	12.99
Battlechess	N/A	12.99
Muscle Cars (T.D. II)	N/A	6.99
Ultima 5	N/A	14.99
Crackdown	8.99	11.99
Knights of Legend	N/A	15.99
Jet	N/A	26.99
Macarthurs War	N/A	15.99
John Lowes Darts	3.99	6.99
Cloud Kingdoms	7.50	11.99
Bushido	7.50	11.99
Black Tiger	7.50	11.99
Pictionary	11.99	14.99
Tracksuit Manager	7.50	N/A
War of the Lance	N/A	19.99
Tangled Tales	N/A	15.99
Wild Streets	7.50	11.99
Times of Lore	7.50	14.99
Snare	7.50	11.99

	CASS	DISC
Bloodwych	7.50	7.99
Pipemania	6.99	10.99
Dynasty Wars	7.50	11.99
Castle Master	7.50	11.99
Italy 1990	8.99	13.99
Hammerfist	7.50	11.99
Ghouls N Ghosts	7.50	11.99
New Zealand Story	7.50	11.99
Space Rogue	N/A	14.99
Oriental Games	7.50	11.99
E-Motion	7.50	11.99
Time Machine	7.50	11.99
Impossamole	7.50	11.99
Heat Seeker	7.50	11.99
Murder	N/A	13.99
Untouchables	7.50	11.99
Football Director	6.99	N/A
Cricket Master	7.50	11.99
Treble Champions	7.50	11.99
World C/Ship Boxing	7.50	11.99
Gunship	11.99	14.99
Jack Nicklaus Golf	7.50	12.99
Emlyn Hughes Soccer	7.50	11.99
Project Stealth Fighter	11.99	14.99
Retrograde	7.50	11.99

FORTHCOMING ATTRACTIONS

	CASS	DISC
Atomic Robokid	7.50	11.99
Back to the Future 2	8.99	11.99
Rick Dangerous 2	7.50	11.99
Mutant Ninja Turtles	9.99	12.99
Dick Tracy	7.50	11.99
Beach Volley	7.50	11.99
European Super League	7.50	11.99
Golden Axe	7.50	11.99
Iron Lord	7.50	11.99
Midnight Resistance	7.50	11.99
Night Breed	9.99	13.99
Player Manager	7.50	11.99
Kick Off 2	7.50	11.99
Sly Spy	7.50	11.99
The Break	9.99	13.99
Saint Dragon	7.50	11.99
Satan	7.50	11.99
Snow World	9.99	12.99
Welltris	7.50	11.99
Night Hunter	9.99	12.99
Cyberball	7.50	11.99
Klax	7.50	11.99
Liverpool the Game	7.50	11.99
Might and Magic 2	N/A	15.99

Please note that the majority of the forthcoming attractions are not released at time of going to press. These will be despatched within 24 hours of release subject to availability

EDUCATIONAL

	CASS	DISC
Better Maths (12-16)	N/A	12.99
Better Spelling (8-Adult)	N/A	12.99
Biology 1	8.99	12.99
Biology 2	8.99	N/A
Chemistry 1 (12-16)	8.99	12.99
Chemistry 2 (O Level)	8.99	N/A
French Mistress (Beg.)	6.99	N/A
French Mistress (Adv.)	6.99	N/A
Fun School 2 Under 6's	7.50	9.99
Fun School 2 6-8	7.50	9.99
Fun School 2 8+	7.50	9.99
Fun School 3 Under 5's	9.99	12.99
Fun School 3 5-7	9.99	12.99
Fun School 3 7+	9.99	12.99
Geography/W. Climate	N/A	12.99
German Master (Beg.)	6.99	N/A
German Master (Adv.)	6.99	N/A
Magic Maths (4-8)	N/A	12.99
Mapwork (12-17)	N/A	12.99
Maths Mania (8-12)	N/A	12.99

ACCESSORIES

Cheetah 125+	6.99
Quickjoy Jetfighter	12.99
Navigator + Autofire	10.99
Speeding + Autofire	9.99
5.25" 50 Lockable Disc Box	6.99
5.25" 100 Lockable Disc Box	8.99
Mouse Mat 6mm	4.99

SPECIALS DISC

3 Stoges	3.99
Time & Magic	3.99
Question of Sport	3.99
Tau Ceti	2.99
Bloodwych	7.99
Hunt for Red October	7.99
Altered Beast	6.99
Deja Vu	4.99
Powerdrift	6.99
Super Wonderboy	6.99
Plundered Hearts	7.99
Ghosts N Goblins	4.99
Apache Strike	4.99
Solomons Key	4.99
World Tour Golf	6.99
Marble Madness	6.99
Alternate Reality	6.99
Danarius	4.99
Flying Shark	4.99
Jinxter	6.99
Oil Imperium	4.99
Mystery of the Mummy	4.99
Human Killing Machine	4.99
Jinks	4.99
Arcade Force Four (4 games)	6.99
Garfield	4.99
Hole in One	4.99
Last Duel	4.99
Rolling Thunder	4.99
Spherical	4.99
Thunderchopper	4.99
Solomons Key	4.99
Operation Neptune	4.99
1943	4.99
President Elect	4.99

**MIND-
STRETCHERS**
CASS OR DISC
£13.99
Monopoly
Scrabble
Cluedo

MAGNIFICENT 7
Only £7.99 Disc
£13.99
Head Over Heals,
Cobra & Arkanoid,
Short Circuit &
Wizball, Frankie
Goes to Hollywood,
Great Escape &
Yie Ar Kung Fu

**WORLD CUP
COMPILATION 90**
Cass £8.99
Disc £11.99
Kick Off, Gary Lineker's
Hotshot, Tracksuit
Manager.

**THALAMUS THE
HITS ONLY £9.99**
DISC £13.99
Hunters Moon,
Que-Dex,
Hawkeye, Armalyte,
Delta, Samxon

COMPUTER HITS VOL 5
ONLY £4.99 DISC £9.99
Samurai Warrior,
Magnetron, Ninja
Hamster, Morpheus,
Tarzan, Mystery of the
Nile, Traz, Frightmare,
Mega Apocalypse,
Enlightenment, Druid Z

DYNAMITE
Only £9.99
Cass Only.
Afterburner, Last
Ninja II, WEC Le
Mans, Double
Dragon

**TOLKIEN'S
TRILOGY**
Only 8.99 Disc
£11.99
The Hobbit
Lord of the Rings
Shadows of Mordor

**LEADERBOARD
PAR 4**
Only £9.99 Disc
£13.99
Leaderboard,
Leaderboard Tournament,
World Class Leaderboard,
Leaderboard Executive

WINNERS
ONLY £10.99
DISC £14.99
Thunderblade,
Led Storm,
Indy Jones &
Temple of Doom,
Blasteroids,
Impossible
Mission II

COIN OP HITS
ONLY £10.99
DISC £14.99
Outrun,
Thunderblade,
Road Blasters,
Spy Hunter,
Bionic
Commando

UNITS 6&7, ACACIA CLOSE, CHERRY COURT WAY IND. EST., STANBRIDGE ROAD, LEIGHTON BUZZARD, BEDS, LU7 8QE
(PERSONAL CALLERS WELCOME) TEL: 0525 377974 FAX: 0525 852278

ORDER FORM



Please supply me with the following for
Computer

Titles	Price

DATE:
NAME:
ADDRESS:
.....
.....
Post Code:
TEL:

ZZAP NOVEMBER

Please make cheques
& PO payable to
Turbosoft

Orders under £5 please
add 50p per item. Over
£5 p&p **FREE** in UK.
Elsewhere please add
£1.50 per item.
N.B. Please state clearly
mode of computer &
also cassette or disc
when ordering

PIG IN A POKE!



CRYSTAL which will grant you one wish (which The Order of Carpenters will undertake). Before you pick up the crystal use the BOOK by pressing Enter and look through it for the Wish you want. Save your game before making a wish as the crystal disappears after a Wish is made. Reload your position afterwards to try out the other Wishes.

The Cheese Sandwich Wish is useless and not even a graphic thrill when it appears, neither is the Wish for a more colourful universe (see Solution Number Three for a far better way to do this!). Saving Eris is an easy enough Wish while the saving Eris AND Damocles Wish is enacted by destroying Icarus as Damocles passes by causing Damocles to change course and avoid Eris (this is the most profitable solution too). The Wish for more time can be useful if you want to wander around and attempt to destroy Damocles via a more long winded route, but while you're here you might as well use the Save Eris And Damocles Wish and explore around afterwards.

SOLUTION NUMBER THREE

This must surely be the laziest solution yet!!

Undergo the usual procedure of collecting your Eagle 9SE ship (after accepting the task for saving ERIS for 25 million credits) and then head to BARE ISLAND — to Hantzen's Sales at 06-02, to be precise. Pick up the TIMED DETONATOR from the basement and get the EXPLOSIVES from Hantzen Laboratory at location 06-05 (just one is required but take a few more along for blowing up other things afterwards!).

Now fly to BIRMINGHAM ISLAND on DION and go to location 14-13 where you should spot Author's House (as Paul Woakes is something of an elusive fellow you'll have to search around to spot it). Go up to the door and you'll see that a KEY A is needed (which, surprise, surprise, doesn't exist). Where stealth and lock-picking doesn't work, a ton of explosive usually does the

trick. Save your position beforehand in case things go wrong (invariably leading to your demise). Set the TIMED DETONATOR to a power rating of 3 and set the timer to 15/20 seconds or so, select an EXPLOSIVE and arm it, now very, very quickly drop the explosive next to the door and RUN!!!

If you survive the blast then go back and you'll see the A on the doorway has been obscured and you can go inside (if you didn't survive the blast then why are you reading this bit? Go away Zombie!). Look around the rooms and you'll eventually find a few items belonging to the Author, (the AUTHOR'S CHAIR, the AUTHOR'S DESK and the AUTHOR'S COMPUTER complete with 'tilting horizon' demo). Seeing as the great Author isn't around, just pinch all the items and take them outside (ignore the security warnings — mind you, the AUTHOR did *write* the very program that you're playing so watch out for possible retaliation!).

Go outside and board the AUTHOR'S CHAIR (which is actually the fastest spaceship in the entire game!) and now you can use the AUTHOR'S COMPUTER. Using the computer is the next best thing to being God in *Damocles* as you can now do all sorts of wonderful things from changing the status display colours to totally annihilating the entire solar system! The five parameters that can be changed using the computer are listed below. Use the + and - keys to cycle through the range and * to activate each parameter.

DAMOCLES HELP STILL WANTED!!!

Russell Neely and myself want to know if anyone knows where DOOR I is: there's a DOOR KEY I on BIRMINGHAM ISLAND at location 03-03 but no sign of a door!

Anyone know how to get past the invisible barriers in the pyramids on ACHERON?: there's one in the pyramid at location 01-01 where there's a

COMMUCAT CONSOLE as well (anyone found a use for these?).

On THEON there are strange vector graphic Transmitters identical to the 'Strange Spaceship' from the original *Mercenary*. Anyone know what they're for?

Talking of *Mercenary*, has

anyone found any use for *Mercenary* objects loaded into *Damocles* or any new solutions linked to the old *Mercenary* game?

AUTHOR'S COMPUTER PARAMETERS

Parameter	Initial Setting	Range	Effect
0	327	0-511	Gives you 512 different colour schemes for the universe — psychedelic, man!!
1	139	0-511	Gives you 512 different colour schemes for Benson's Status Panel.
2	008	0-10	Distorts the perspective and frame update of the universe and movement through it. Very weird!!
3	006	0-10	Slows down or speeds up the rate of time passage.
4	000	0-29	Destroys each planet and moons in the Solar System as well as the sun and Damocles itself. Damocles is item number 29 if you want to destroy it without totalling any others through trial and error!!

EMLYN HUGHES INTERNATIONAL SOCCER

(Audiogenic)

An oldie but we keep getting tips in for this beaut of a soccer game on the C64. Daniel Excell (nice surname Dan!) is here with a tipette and H Fu of Chesterfield provides some footie POKES.

If you want to win a game all you have to do is: when you score, simply hold down on the Up Arrow key and the game finishes. The name of the scorer stays up on the screen when he scores. The players won't move but your time will keep going.

Alternatively try these POKES for a laugh and a half. (Again, you need a Reset Switch to implement these.)

Load the game and then press

the reset switch on the MENUS SCREEN. Now type in these POKES for different results.

POKE 48044,1 — Skating Mode
POKE 48046,2

POKE 45343,32 — Titchy Players!

POKE 53521,x — (x can be in the range 0-15 to change the colour of the players' skin!)

POKE 53415,x — (x can be in the range 0-15 to change the colour of the players' hair and shorts)

With the above two POKES you can create streaker matches (if you're into that sort of thing), much like Phil did with the Amiga game which was about the best bit of that version.

To restart the game type SYS 2063. If the game looks corrupted then press RUN/STOP to return to the main menus screen.

THE TIPSLINE IS BACK!

Yes, due to popular demand the tips hotline has been reintroduced. For all those latest tips and cheats that just missed going in this issue (and of course the Beast of Old Ludlow Town — the sequel! Coming soon to your phone!!!! — Rob H), simply pick up the phone and dial

0898 555083

Calls are charged at 44p per minute standard/peak (8am-6pm Mon-Fri), 33p off-peak (all other times, including Bank Holidays). So don't forget to ask your parents' permission first: otherwise a certain Little Bill will arrive at your home and cause trouble!



PIG IN A POKE!

LITTLE PUFF

(Cartoon Time)

Mrs G Smith of Carlisle has been busy with the cute *Little Puff* from Cartoon Time and obviously enjoyed it too because here's the solution!! Keep them coming in Mrs Smith!

Eat the CHERRIES and then go right and pick up the POTION. Now go left until you reach the TREE STUMP. Breathe fire on the stump and continue left. Jump down the hole and land on the left side. Walk left and jump onto the BOX, wait until the tortoise crawls past then walk off the box and pick it up. Go left again and drop the box close to the ledge. Jump on the box and collect the LIFE BELT. Collect the box on the way out. Go right until you see the CORKSCREW, pick it up and continue right. Jump over the hedgehog and collect the ENVELOPE. Go right and jump over the hole. Enter the next room and drop the corkscrew and pick up the FOOTPUMP.

Now go left and down the hole. Eat the HAMBURGER and then go left. Now jump in the water and you should be floating. Continue left until you reach dry land but be careful of falling eggs. Run between the worms and carry on left. Eat the GRAPES then jump over the hole and enter the HUT. Drop either the footpump or the life belt and pick up the HAMMER. The hammer and box should now make KEY 22. Pick up the object you dropped and walk over the door. Press UP twice and you should be inside the hut again, but this time the door is open. Make sure you have the life belt and foot pump before carrying on.

WARNING! SOFT OPTIONS

ZZAP! regrets to have to advise readers who have ordered goods from **SOFT OPTIONS**, 6 Hope Street, Hanley, Stoke On Trent ST1 5BS, and whose cheques have been cashed with no fulfilment of their order despite complaints to contact their local police, or PC Stanver at Hanley police station on 0782 202555, ext 311 who is already dealing with the matter. We also urge you not to place orders with the above company. We apologise to readers who have responded to **SOFT OPTIONS** advertising printed in **ZZAP!** in all good faith. Newsfield Publications

Go left and drop down the hole, you should now be standing next to the corkscrew. Pick it up and go left and drop down the hole. Go back into the water and go left until you reach dry land. Keep going left until you reach the BANANA. Eat the banana and jump over the next hole, go left and enter the next room. Keep behind the hedgehog, enter the hut, drop the footpump and pick up the BOTTLE from under the LAMPSHADE. The bottle and the corkscrew should make up the second piece of PASS. Pick up the footpump as you need this once more.

Go right, jump over the hedgehog and then jump over the next hole. Continue right until the next hole and then go down, go left and drop down the hole. Pick up the TIN HAT and go left, go across the water again and continue left until you reach the first hole. Go over the hole and enter the hut, walk into the door and press UP once.

You should now be standing outside the hut: go left until you reach the hole, jump over and continue left. Walk under the COCONUT and it should fall down. Pick it up and the ENVELOPE. Drop the tin hat and make sure you still have your footpump and life belt. Go right until you reach the box with the arrow pointing up on it. Jump on the box and wait for it to sink to the ground and then drop the coconut on it. Go left until you reach the hut, walk on to it and press UP once: you should be inside the hut.

Go left and jump over the next two holes, go left. Walk behind the hedgehog and keep going left until you see the envelope. Eat the APPLE and pick up the envelope, go right until you reach the hut with the door. Walk over the door and press UP once; now go right until you see the coconut. Pick it up and continue right.

The LARGE DRAGON has taken your pass and disappeared. Drop the life belt and footpump and keep going right until you reach the SAW, now pick up the saw. The saw and the coconut make a GOLD COIN. Go right and you should meet another LARGE DRAGON saying 'Troll!'. Drop the coin as near as possible to the dragon and he should disappear. Climb onto the bridge and go right. Jump over the holes but be careful not to jump into the HORNET or the SEA SERPENT (that would never do at this late stage!). Continue right until you see the message 'Home Sweet Home'. Enter the hut and read the message!! Congrats!

And if you're still having problems then try this set of POKES for Little Puff courtesy of Casey Quinlan from Reading.

You need a Reset Switch/Reset Cartridge to get this one to work though.

1. Load up the game as usual.
2. Press the Reset Switch
3. Enter the following POKES and the SYS number and the game should begin again but the collision detection will have been disabled. Watch out as you can still die by falling in the water or if you fall onto spears.

POKE 40099,169
POKE 40100,0
POKE 40101,234
POKE 39827,169
POKE 39828,0
POKE 39829,234
POKE 40361,169
POKE 40362,0
POKE 40363,234

SYS 14848

SHADOW WARRIORS (Ocean)

Handy tips for the Amiga version of Ocean's very pretty coin-op conversion thanks to Richard 'Boz' Procter from Ewell, Surrey.

Right, first of all, the best moves to use on the guys wearing blue jeans and red tops are the triple blow combination. For all the blue ninja people, use flying neck throws. Always throw baddies into objects and collect the item that is revealed, time is the most vital of all objects to collect. Benches are very useful for killing baddies with. What you do is either Phoenix backflip onto them or jump onto them (the benches, not the baddies) and then move your character so he is on the bar nearest you. Now it is ridiculously easy to beat the baddies up. Simply aim in their direction and hold down fire to do a triple blow combination. You can hit them, but they can't hit you!

For the next 'cheat' you need two joysticks (or a quick hand). Plug one into port 1 and the other into port 2. Play as normal as the blue Shadow Warrior and when you have just one block of health left on your last life simply press 2 and continue with the other person using the other joystick. When this person is about to die, get the other person to join in. This way, you will have 15 lives, without having to start at the beginning of the level when you die.

The easy way to get any end of level boss is to simply stand still on the screen and wait for him to come at you. Walk up the screen whilst walking in his direction, then walk diagonally down so you are standing on top of him. Now, he cannot hit or kick

you but you can neck-throw him. Finally, while you are tight rope walking, particularly on level one, run towards the baddy that comes at you and at the last moment do a Phoenix backflip. If you do it at the right time you will harmlessly jump over him, so you will not get knocked off. Although this seems like chicken tactics, it will always work and you will never get knocked off.

Oh yes, if you are having trouble pressing S to turn off the music, this is because it is a misprint. Instead, press F2 on the title screen to get the excellent sampled sound effects during the game.

A quick one from Gav Huck and Andrew Conn of Plymouth for the Amiga version.

While playing in two-player mode, play until you have one credit left, and then on the Continue Play screen with the chainsaw just hold down keys 1 and 2 until the 'INSERT OTHER DISK' message appears. You should now start the game and you'll have infinite lives and credits!

SOUND OF MUSIC

Some extra samples for use with the Jon Barry Sampler program from Issue 65 thanks to Kevin Tett of Weymouth, Dorset and Irishman Iain Black of Dublin. Any more brilliant samples out there?

DOUBLE DRAGON 2 (End screen)

SAMPLE	L	H
'The End'	128	148
PIANO	149	188

Speed = 20 — NORM

FERRARI FORMULA ONE (Title Screen)

SAMPLE	L	H
'Gentlemen, start your engines'	132	166

Speed = 20 — NORM

Try adding the following lines to the BEATBOX program by Jon Barry for clearer samples.

45 POKE 53265, PEEK (53265) AND 239

55 POKE 53265, PEEK (53265) OR 16

PREMIER MAIL ORDER

Titles marked * are not yet available and will be sent on day of release.

Please send cheque/PO/Access/Visa No. and expiry date to:

Dept ZP10, Trybridge Ltd, 8 Buckwings Square, Burnt Mills, Basildon, Essex, SS13 1BJ.

Please state make and model of computer when ordering. P&P inc.UK on orders over £5.00. Less than £5 and Europe add £1.00 per item.

Elsewhere please add £2.00 per item for airmail. These offers are available Mail Order only.

Tel orders: 0268 590766 Fax: 0268 590076

Title	CBM 64 Cass Disc	TITLE	AMIGA	TITLE	AMIGA	TITLE	AMIGA	TITLE	AMIGA
100% Dynamite	9.99 13.99	1/2 Meg Upgrade	39.99	Eagles Nest	4.99	Kennedy Approach	14.99	Shadow Warriors	16.99
Addidas Football	6.99 9.99	1/2 Meg Upgrade and Clock	44.99	Edition One*	16.99	Kick Off	7.99	Sherman M4	16.99
Atomix*	8.99 9.99	688 Attack Sub	16.99	Elite	14.99	Kick Off 2 (1 Meg)	14.99	Silent Service	9.99
Back To The Future 2	6.99 9.99	Addidas Football *	16.99	Emlyn Hughes	13.99	Kick Off 2 World Cup	14.99	Silkworm IV*	13.99
Back To The Future 3*	6.99 9.99	Adv. Ski Sim	4.99	Emlyn Hughes Quiz*	13.99	Killing Game Show*	16.99	Sim City	19.99
Badlands*	6.99 9.99	Airbourne Ranger	9.99	Escape From Colditz*	16.99	Kings Quest 4	21.99	Sim City Terrain	13.99
Bards Tale 2	6.99 9.99	All Dogs Go to Heaven	16.99	Escape From Robot Monsters	13.99	Kings Quest Triple	26.99	Simulcra*	16.99
Batman The Movie	6.99 9.99	Amegas	4.99	F-16 Combat Pilot	16.99	Klax	13.99	Skate or Die*	16.99
Chase HQ	6.99 9.99	Amos	34.99	F-29 Retaliator	16.99	Laser Squad	12.99	Skull and Crossbones*	13.99
Chase HQ 2*	6.99 9.99	Anarchy	13.99	Falcon	19.99	Leaderboard Birdie	16.99	Sly Spy*	16.99
Combat School	2.99	Assault on Alcatraz*	16.99	Falcon Mission Disc 1	13.99	Leisure Suit Larry 3 (1 Meg)	29.99	Space Ace	26.99
Crackdown	6.99 9.99	Austerlitz	9.99	Falcon Mission Disc 2	13.99	Leisure Suit Larry 2	19.99	Space Quest 3	26.99
Dick Tracey*	6.99 9.99	B.A.T.*	16.99	Ferrari Formula1	7.99	Light Force	16.99	Speedball 2*	16.99
Edition One	8.99 12.99	Back To The Future 2	16.99	Final Battle *	16.99	Little Computer People	4.99	Speedboat Assains	4.99
Emlyn Hughes	6.99 9.99	Back To The Future 3*	16.99	Fire and Brimstone	16.99	Loom	19.99	Spy Who Loved Me*	16.99
Escape From Robot	6.99 9.99	Badlands*	13.99	FireBall*	16.99	Lords Of Chaos*	16.99	Star Trek V*	19.99
Monster	6.99 9.99	Barbarian (PAL)	7.99	Flight Disc 7 or 11	13.99	Lost Patrol	16.99	Starflight	16.99
Ferrari Formula 1	2.99 5.99	Bards Tale 1 or 2 Hint Book	5.99	Flight Disc Europe	13.99	M1 Tank Platoon*	21.99	Starflight Hint Book	5.99
Fire and Forget 2*	6.99 9.99	Bards Tale 2	7.99	Flight Disc Japan	13.99	Magic Fly*	16.99	Steven Hendry*	16.99
Fun School 2 6-8	6.99 9.99	Bards Tale 3*	16.99	Flight Of The Intruder*	19.99	Magnum 4	16.99	Street Fighter	7.99
Fun School 2 Over 8	6.99 9.99	Batman The Movie	16.99	Flight Sim 2	26.99	Maniac Mansion	16.99	Strider	16.99
Fun School 3 Under 4	8.99 12.99	Battle Command *	16.99	Flood	16.99	Matrix Marauders*	13.99	Stun Runner*	16.99
Fun School 3 Under 5	8.99 12.99	Battle Master	19.99	Flying Shark	9.99	Microprose Soccer	14.99	Stunt Car Racer	15.99
Fun School 3 5-7	8.99 12.99	Betrail*	19.99	Football Director 2	12.99	Midnight Resistance	16.99	Subbuteo*	12.99
Ghouls and Ghosts	6.99 9.99	Billy The Kid*	16.99	Ford Q8 Rally*	16.99	Midwinter	19.99	Super Cars	13.99
Golden Axe*	6.99 9.99	Bionic Commando	7.99	Fun School 2(6-8)	11.99	Monty Python*	13.99	Supremacy*	19.99
Gremlins 2*	6.99 9.99	Black Tiger	16.99	Fun School 2 (Over 8)	11.99	Murder*	16.99	Swords of Twilight	7.99
Gun Ship	9.99 13.99	Blade Warrior*	16.99	Fun School 2 (Under 6)	11.99	Music X Jnr.	49.99	Swords of Twilight Hint Book	5.99
Heroes	9.99 13.99	Bladwyth	13.99	Fun School 3 5-7	16.99	New Zealand Story	16.99	Team Suzuki*	16.99
Hollywood Collection *	9.99 13.99	Bloodwych Data Disc	9.99	Fun School 3 Over 7	16.99	Nightbreed	16.99	Team Yankee*	19.99
Int. 3D Tennis	6.99 9.99	BMX Sim	4.99	Fun School 3 Under 5	16.99	Nightbreed RPG*	16.99	Teenage Mutant Turtles*	19.99
Jack Nicklaus Golf	6.99 9.99	BSS Jane Seymour	16.99	Future Wars	16.99	Nightshift*	19.99	Test Drive 2	16.99
Kick Off	2.99	Budokan	16.99	Ghostbusters 2	16.99	Ninja Warriors	13.99	Test Drive 2 California Chall	9.99
Kick Off 2	6.99 9.99	Buggy Boy	7.99	Ghosts and Goblins	13.99	Nitro Boost	4.99	Test Drive 2 Muscle Cars	9.99
Laser Squad	3.99	Cabal	16.99	Ghouls and Ghosts	16.99	Nitro*	16.99	Test Drive 2 Super Cars	9.99
Last Ninja Remix*	8.99 12.99	Captain Blood	4.99	Gladiators	4.99	Off Road Racer*	13.99	The Cycles	16.99
Liverpool *	6.99 9.99	Carrier Command	14.99	Gold of Aztecs*	16.99	Operation Harrier*	16.99	The Immortal*	16.99
Lords Of Chaos	6.99 9.99	Canavar*	16.99	Golden Axe*	16.99	Operation Stealth	16.99	The Plague	16.99
Matchday 2	2.99	Chase HQ	16.99	Gravitiy	9.99	Operation Thunderbolt	16.99	Theme Park Mystery	9.99
Mega Mix	9.99 13.99	Chase HQ 2*	16.99	Gremlins 2*	13.99	Operation Wolf	14.99	Thier Finest Hour	19.99
Microprose Soccer	9.99 13.99	Chuck Yeager*	16.99	GrimBlood	4.99	Oriental Games	16.99	Thunderstrike	16.99
Midnight Resistance	6.99 9.99	Codename Iceman (1Meg)	29.99	Gunship	14.99	Outlaw	4.99	Tie Break	16.99
Mini Office 2	10.99 13.99	Colonels Bequest (1Meg)	29.99	Hardball 2	16.99	Outrun	7.99	Time Machine*	16.99
Monty Python*	6.99 9.99	Combo Racer	16.99	Heroes Quest 2 (1 Meg)	29.99	Pang*	16.99	TNT*	19.99
Murder	9.99 9.99	Commando War*	16.99	Heroes Quest (1Meg)	26.99	Paradriod 90*	16.99	Toki*	16.99
Nemesis	2.99	Conflict	4.99	Highway Patrol 2	16.99	Pipemania	16.99	Torvak The Warrior*	16.99
New Zealand Story	6.99 9.99	Conquest Camelot (1Meg)	29.99	Hillsfar	16.99	Player Manager	12.99	Total Recall*	16.99
Off Road Racer*	6.99 9.99	Corporation	16.99	Hollywood Collection*	19.99	Plotting*	16.99	Track Suit Manager	7.99
Operation Thunderbolt	6.99 9.99	Crack Down	16.99	Hounds Of Shadow	7.99	Police Quest 2 (1 Meg)	26.99	Treasure Island Dizzy	4.99
Predator	2.99	Crazy Cars 2	14.99	Hunter Killer	4.99	Police Quest Hint Book	6.99	Triad Vol 3	19.99
Rainbow Islands	6.99 9.99	Cricket Captain *	13.99	Hydra*	13.99	Populous	16.99	Turbo Challenge*	16.99
Red Storm Rising	9.99 13.99	Cruise for a Corpse*	16.99	Imperium	16.99	Populous Promised Lands	7.99	Turbo Outrun	16.99
Renegade	2.99	Cyberball	13.99	Indianapolis 500*	13.99	Powerdrome	7.99	TV Sports Baseball*	19.99
Rick Dangerous	2.99	Damocles	16.99	Indy Jones Action	13.99	Powermonger**	19.99	TV Sports Basketball	14.99
Rick Dangerous 2*	6.99 9.99	Days of Thunder*	16.99	Indy Jones Adventure	16.99	Precious Metal	15.99	TV Sports Football	12.99
Robocop	6.99 9.99	Deluxe Music Con Kit	69.99	Indy Jones Hint Book	5.99	Pro Tennis Tour	16.99	UMS	14.99
Robocop 2*	6.99 9.99	Deluxe Paint 3	59.99	Int. 3D Tennis	16.99	Projective	16.99	UMS 2	19.99
Salamander	2.99	Deluxe Photolab	59.99	Int.Soccer Challenge*	16.99	Rainbow Islands	16.99	UN Squadron*	16.99
Shadow Warriors	6.99 9.99	Deluxe Print 2	69.99	Interceptor	7.99	Resolution 101	16.99	Unreal	19.99
Skate or Die	2.99 5.99	Deluxe Production	89.99	Interphase	9.99	Rick Dangerous	7.99	Untouchables	16.99
Sly Spy*	6.99 9.99	Dick Tracy*	16.99	Iron Lord	16.99	Rick Dangerous 2*	16.99	Venus Fly Trap	13.99
Snow Strike*	6.99 9.99	DLuxe Video 3	79.99	It Came From The	16.99	Risk	13.99	Walker*	16.99
Spy Who Loved Me*	6.99 9.99	Dragons Breath	21.99	It Came From The Desert (1 Meg)	14.99	Robocop	15.99	Warlocks Quest	4.99
Stealth Fighter	9.99 13.99	Dragons Lair (1Meg)	26.99	It Came From The Desert Data	9.99	Robocop 2*	16.99	Wild Streets	16.99
Stunt Car Racer	6.99 9.99	Dragons Of Flame	16.99	Ivanhoe	16.99	Rock Star Ate My Hamster	4.99	Wings (1 meg)	19.99
Teenage Mutant Turtles*	8.99 11.99	Dragons Wars*	16.99	Jack Nicklaus Extra Courses	9.99	Rocky Horror Show*	16.99	Wings Of Fury*	13.99
Test Drive 2	6.99 9.99	Drum Studio	4.99	Jack Nicklaus Golf	15.99	Rolling Thunder	7.99	World Class Leaderboard	7.99
The Biz	9.99 13.99	Dungeon Master (1 Meg)	16.99	Jack Nicklaus Unlimited Golf	19.99	Rorkes Drift	16.99	World Cup Compilation	14.99
The In Crowd	8.99 10.99	Dungeon Master Editor	7.99	Joe Blade 1 Or 2	4.99	Rotox	16.99	Xenomorph	16.99
Time Machine *	6.99 9.99	Dungeon Master Hint Book	9.99	Keef The Thief	7.99	RVF Honda	14.99	Xenon 2 Megablast	15.99
T.N.T.*	9.99 13.99	Dynomite Debugger*	16.99	Keef The Thief Hint Book	5.99	Secret of Monkey Island*	19.99	Zak McKracken	16.99
Total recall*	6.99 9.99	Dynasty Wars	16.99			Shadow of Beast 2	26.99	Zany Golf	7.99
Untouchables	6.99 9.99					Shadow of The Besat	14.99	Zombi	16.99
Vendetta	7.99 10.99								
Wheels of Fire*	9.99 13.99								
World Cup Compilation	7.99 11.99								

BLANK DISCS

Unbranded

10 x 3.5" DSDD - £5.99
20 x 3.5" DSDD - £10.99
50 x 3.5" DSDD - £23.99
100 x 3.5" DSDD - £49.99

Branded - TDK

3.5" DSDD - £1.25 Each
5.25" DSDD - £0.75 Each.

JOYSTICKS

Konix Speedking - £8.99

Konix Navigator - £9.99

Cheetah 125+ - £6.99

Cheetah Mach 1 - £9.99

Quickjoy 2 Turbo - £9.99

Quickshot 3 Turbo - £9.99

AMIGA A500 SCREEN GEMS PACK

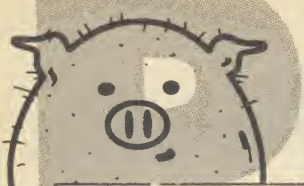
Nightbreed, Days Of Thunder, Back To The Future 2, Deluxe Paint 2, Shadow of the Beast 2
ONLY £369.99

SOUND EXPRESS

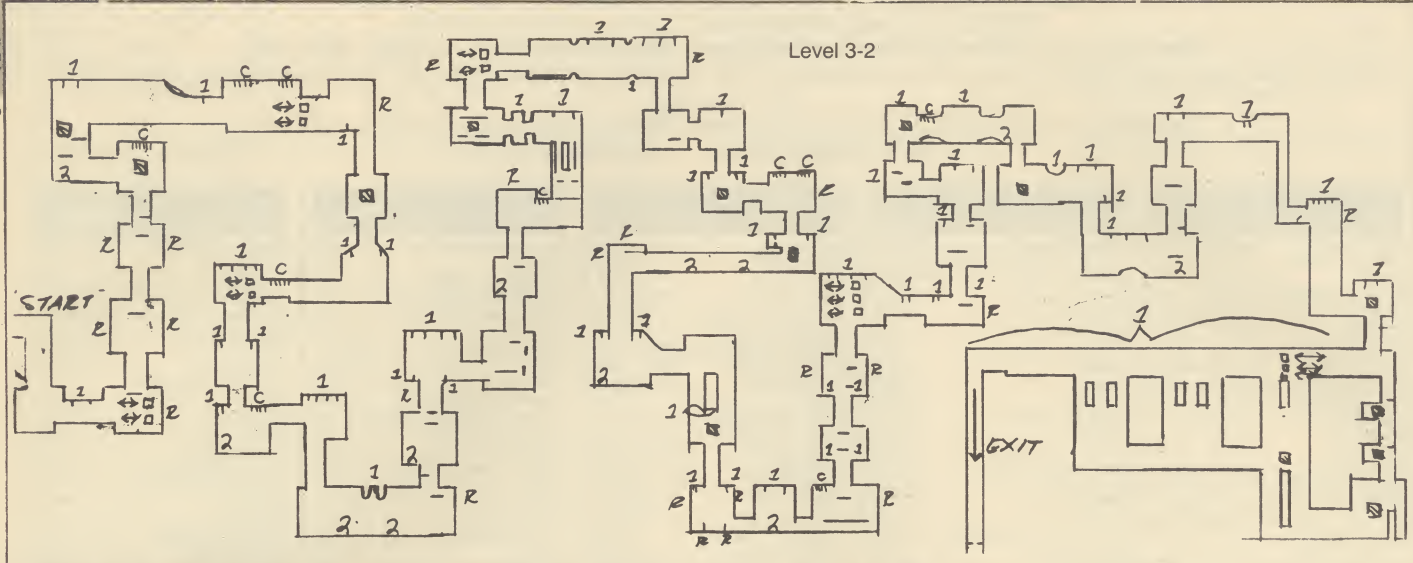
The Ultimate Amiga Sound Sampler. Put Your Favourite Music on to Disc!
ONLY £34.99!

E.A. SPECIAL OFFERS

Amiga - Only £7.99 Each!
Bards Tale 2
Powerdrome
Zany Golf
Interceptor
Ferrari Formula 1
Hounds of Shadow
Swords of Twilight
Keef The Thief.



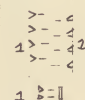
PIG IN A POKE!



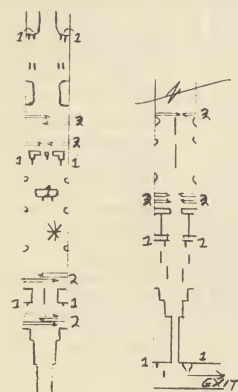
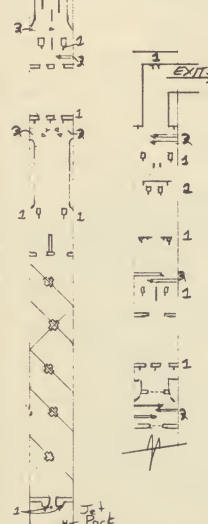
TURRICAN — WORLD THREE



Robot comes together and circles around



Level 3-1



Spinning Star thing (hard to kill).



Level 3-3



TURRICAN (Rainbow Arts)

Not much space this time round means I can't detail World 4 so here we are with the vertical action of World 3 (great music on the C64 version, brilliant on the Amiga). Level 3-1/Level 3-2

These tips apply to both levels. Run over to the right and use the lightning to reveal the jet pack. Walk onto it and get ready for the ride of your life!

It's best to hang back when you're passing the *Salamander*-style static spaceships (the ones with diagonal supports coming out of them): this allows you time to spot the aliens running along the supports and blast them — try to stay underneath any you shoot as the 1-UP lives fall off the screen rather quickly. When you come to the barriers you can move up into them and blast them without losing too much energy; keep pushing up and keep blasting to get through them. Learn the formations of aliens and keep to a corner when the big robot comes together mid-way through level 3-1. You can't destroy the main downward-firing lasers at the end of the level so just nip past them.

On level 3-3 the Spinning Stars are hard to kill, mainly because of their speed spinning round the player (lasers are recommended). Things are a little tougher as you've got to cope with going downwards to escape the world.

Level 3-2

This isn't the toughest of levels but it sure comes close if you start to cock things up or miss the power-ups! This level is MASSIVE and takes a lot of exploration, you can't really take a wrong route through the level as there aren't any dead ends. Take your time and use the mines to kill the 'Face Hugger' aliens and use that lightning bolt

to spin round the enclosed rooms. There's plenty of hidden blocks around, revealing loads of extra 1-UPs and power ups. At the end you have to jump across a few large gaps to get to the long downward shaft. If you miss a jump you fall down into a dead end and have to run over to the right to jump up again to the start of the gaps again. This can be frustrating if you're not too good at timing your jumps.

This is the end of my lot this month but more goodies are promised next month and hopefully a good few pages more. There's a nice map of Ruff 'N' Ready to go in next ish and some Flimbo's Quest, Damocles comes to an end (hopefully). If Golden Axe is out by next ish then tips are definitely in demand. I may get round to finishing off E-Motion soon, and Rainbow Islands (I need a cheat desperately! Help!).

This month Simon Yarde gets the £30 software voucher for the simply beautiful Treasure Island Dizzy map — ever thought about being a graphic artist, Simon?? The address for all things tippish is Newsfield, Pig in a Poke, Ludlow, Shropshire SY8 1JW. Until next month, adieu!!

LOGIC

london 081 882 4942 peterborough 0733 49696 cheshunt 0992 25323 cambridge

FULL RANGE OF AMIGA, ST, SEGA, 64, SPEC, AMSTRAD, PC, PCW, 2600, XL/XE, BBC

COMMODORE 64 DISCS

Wicked	2.99
Street Sports Soccer	2.99
Soko Ban	3.99
Dynamite Dux	4.99
Navy Seal	4.99
Blockbusters	2.99
The Three Stooges	4.99
Blue Thunder	2.99
Bomb Jack II	2.99
Super Sprint	2.99
Super Wonder Boy	4.99
Def Con 5	4.99
Altered Beast	4.99
Running Man	3.99
Mickey Mouse	2.99
Pub Games	2.99
Pac Land	3.99
Netherworld	2.99
Afterburner	3.99
Ballistix	3.99
Deja-Vu	4.99
North Star	2.99
Gary Linekars Superskills	3.99
Super Scramble Simulator	2.99
The Muncher	2.99
Artura	2.99
International Karate	2.99
Top Fuel Challenge	2.99
Ace 2088	2.99
The Empire Strikes Back	2.99
Intrigue	4.99
The Flintstones	3.99
Ikari Warriors	3.99
Fighting Soccer	4.99
Foxo Fights Back	3.99
Flying Shark	2.99
Ballistix	3.99
Baal	3.99
Last Ninja 2	3.99
Toobin	3.99
Hercules	2.99
Apache Strike	4.99
Thunderbirds	3.99
Batty (Breakout)	2.99
Return of the Jedi	2.99
Space Academy	3.99
Kokotoni Wilf	2.99
Exolon	2.99
Enlightenment Druid II	2.99
Pilot	2.99
Starcross	2.99
Suspended	2.99
Dealine	2.99
Pazazz	2.99
SDI	3.99
International Soccer	3.99
Thunder Chopper (By Sublogic)	4.99
Track & Field (Plus Arcade controller)	4.99
TV Sports Football	4.99
Space Harrier 2	3.99
Chambers Of Shaolin	3.99
Scrambled Spirits	3.99
Bloodwych	4.99
Murder By The Dozen	4.99
Running Man	4.99
Terrys Big Adventure	4.99
Defenders Of The Crown	4.99
Sonic Boom	4.99
Scooby Doo	2.99
Blasteroids	2.99
Pastfinder	2.99
Toy Bizzare	2.99
Pitfall II	2.99
Venom Strikes Back	2.99

64 DISCS UTILITIES

Swift Spreadsheet	9.95
(Possibly the Best Spreadsheet ever for the Commodore 64)	
Simons Basic	9.95
Simons Basic Extension	4.95
Logo	9.95
Introduction to Basic Part 2 ..	4.99
Programers Utilities	4.99
Easy Stock	9.99
Macro Assembler Developer ..	9.99
Sound Studio	3.99
Personal Money Manager	3.99
Commodore Sound Expander	9.95
5 Octave Keyboards	49.95
Programmers Toolbox	4.99
Geos Inc Geowrite Word Pro ..	9.95

COMMODORE CASSETTES

COMPILATIONS

THRILLER PACK (6 GAMES) ..	2.99
SPORTS PACK (6 GAMES) ..	2.99
PACK OF ACES (4 GAMES) ..	2.99
MAGNUM PACK (4 GAMES) ..	2.99
COMPUTER CLASSICS (5 GAMES) ..	2.99
SPORTS PACK (3 GAMES) ..	3.99
THE HOUSE MIX (6 GAMES) ..	4.99
GAMES CRAZY - 24 EVENTS ..	4.99
SPACE ACE (7 GAMES) ..	5.99
GOLDEN OLDIES (20 GAMES) ..	2.99
Game Over II	3.99
Afterburner	2.99
Sorcerer Lord	2.99
Espionage	2.99
Murder On The Zindernauf	2.99
Dragon Spirit	3.99
Southern Belle	2.99
Super Scramble Simulator	2.99
Jailbreak	2.99
Bombuzal	2.99
Navy Moves	2.99
Blue Angels	2.99
Steel Thunder	3.99
Chambers Of Shaolin	3.99
Football Director	3.99
John Lowe Darts	3.99
Baal	3.99
Lazer Compiler	8.99
Swift Spreadsheet	7.95
Sonic Boom	3.99
Thunderbirds	3.99
Scramble Spirits	3.99
Hunt For Red Oct.	4.99

C64 DISC COMPILATIONS

COMPUTER CLASSICS 2.99

Zynaps, Dynamite Dan,
Aliens, Cauldron II, Into the
Eagles Nest

BEST OF ELITE VOL 2 4.99

Paperboy, Ghost & Goblins,
Battleships, Bomb Jack II

BEST OF ELITE VOL 1 3.99

Bomb Jack, Frank Brunos,
Space Invasion, Airwolf

PACK OF ACES 3.99

International Karate,
Boulderdash, Who Dares
Wins II, Nexus

HIT PACK 6 PAK 3.99

Scooby Doo, Fighting
Harier, 1942, Sacred
Armour Antiraid, JetSet
Willy II, Split Personalities,
Duet.

COMPUTER HITS II 4.99

Super Pipeline 2, Mutant
Monty, Henry House,
Gribbley Day Out, Snooker,
Mamma Llama, Raskal,
Aqua Racer, Frenzy,
Circus.

FISTS & THROTTLES 4.99

Thundercats, Buggy Boy,
Dragons Lair, EnduroRacer.

FIVE STAR GAMES 3.99

Spin Dizzy, Balalyx, Zoids,
Equinox, Scarabeus

FIVE STAR III 3.99

Trap Door, Uridium,
Exploding Fist, Tau Ceti,
Firelord, StrikeForce
Harrier, Aliens

6 PACK VOL 2 3.99

Into the Eagles Nest, Batty
Ace, Shockway Rider,
International Karate, Light
Force.

KARATE ACE 4.99

The Way of Exploding Fist,
Bruce Lee, Kung Fu
Master, Avenger, Samuari
Trilogy, Uchi Mata, Way of
the Tiger.

KICK BUT-SLAM 2.99

Bop n Wrestle, Rambo,
Fist, Uchi Mata

CONFLICTS 1 4.99

Battle Of Britain, Falklands
'82, Theatre Europe

10 COMPUTER HITS VOL III 4.99

Attack Mutant Camels,
Basildon Bond, Geoff Capes,
Elidon, Bagger Goes to
Hollywood, Cauldron, 3D
Lunar Attack, Crazy
Comets, Dynamite Dan,
Herberts Dummy Run

WHERE TO BUY:
EITHER AT

19 THE BROADWAY
THE BOURNE
SOUTHGATE
LONDON
N14 6PH

UNIT 6
MIDGATE
PETERBOROUGH
CAMBS
PE1 1TN

5 LYNTON PARADE
CHESHUNT
HERTS
EN8 8LF

MAIL ORDER TO:
5 LYNTON PARADE
CHESHUNT
HERTS
EN8 8LF
Tel: 0992 640050

29 HOBSON STREET
CAMBRIDGE
CB1 1NL

POSTAGE AND PACKING: 1-3 ITEMS 75P, 4 OR MORE £1.00

COMMODORE SUPPLIES

REPLACEMENT PARTS

Amiga Power Supply	£39.99
Commodore 128 PSU	£39.99
Commodore 64 PSU	£24.99
Amiga Modulator	£17.99
Vic-20 Modulator	£14.99
64 Dacorder (C2N)	£24.99
16/+4 Dacorder (C3N)	£24.99
Commodore 16 PSU	£14.99

LC10 Colour	£9.99
LC10 - 24	£4.99
Epson LX80	£3.99
Brother M1009	£4.99

CABLES ETC

Serial Cable (64)	£5.99
Amiga Cable (Centronics)	£9.99
64 Parallel Converter	£14.99

PRINTER RIBBONS

MPS801 Ribbon	£4.99
MPS803 Ribbon	£4.99
LC10 Ribbon	£4.99
Citizen 1200	£4.99

OTHER ITEMS

Simons Basic Extension	£4.99
100 x 5 1/4" Discs	£29.99
100 x 3 1/2" DSD Certified	£49.99
64 Magnum Lightgun	£34.99



Prices are fully inclusive. Delivery within 14 days.
Chq/PO to: Omnidade Supplies (Z), 23 Curzon Street,
Derby, DE1 2ES Tel: (0332) 291219



DRAGONSTONE: THE QUEST

Adventurers old and new
Here's a challenge just for you
Defy the wizard and his hounds of hell
Rescue Lianna - a Princess most fair
And wrest the DRAGONSTONE from the dragon's lair.

Please send me DRAGONSTONE: The Quest - 100% text adventure on disk, for the Commodore 64. I enclose a cheque for £8.99 made payable to Alexander.

Name.....
Address.....
Postcode.....

Alexander Software
St Kevin's School
Roughwood Drive
Kirby

CBM64
100% Text
Disk Only.

AT LAST! COMMODORE I/C SPARES

AT DISCOUNT PRICES

For C64, C16, +4, C128 and Amiga

CIA	6526	£12.99	ROM	901227-03	£8.99
MPU	6510	£9.99	ROM	901225-01	£7.99
PLA	906114-01	£9.99	SOUND	6581	£16.99
ROM	901226-01	£12.99	RAM	4164	£2.99

C64 USER PORT RE-SET SWITCHES £5.99

MICRO MATE REPAIRABLE C64 POWER SUPPLY UNITS. SUPERB QUALITY
WERE £29.99 NOW £24.99

C64, C16, +4, SERVICE MANUALS £19.90

All prices include post & packing, handling and VAT—send your faulty computer and P.S.U. for estimate and repair from £9.99 + parts + carriage + VAT.

SEND CHEQUE/P.O. ACCESS/VISA CARDS WELCOME

ELECTRONIC SERVICES

176 VICTORIA ROAD WEST, CLEVELEYS, BLACKPOOL, FY5 3NE
Tel. (0253) 822708

COMMODORE 64

Software Hire Club
Send S.A.E for details to,
C. STATHAM
3, Briarbank Ave
Nottingham
NG3 6JU
Tel: 0602 581635
We condemn software piracy.

VIDEO FAST LOADER

The VFL is a revolutionary, fast loading, mass storage device
linking your video to your Commodore 64.

LOADING SPEEDS

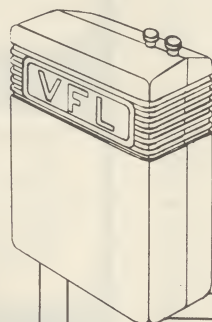
- * Video: 64K in 3.5 secs (any game)
- * Disk: 200 blocks in 4 secs - the world's fastest disk serial loader.
- * Tape: 10 times faster.

MASS STORAGE

Store over 64 Mbytes on an E240 video tape (over 1000 games).

DISK COPY

Save a complete copy of a disk to video tape or disk, in less than a minute.



£49.99
Incl.

FREEZE BUTTON

Save any program and reload in just a few seconds.

RESET BUTTON

Enter 'pokes' from magazines etc.

RELIABILITY

The VFL has a triple error correction system, which guarantees consistency in saving and loading.

INTRODUCTORY OFFER
ONLY **£39.99**
Valid until 30/10/90

BACKUP AND LOAD 64K IN 3.5 SECS WITHOUT A DISK DRIVE



Tick the illustration below that corresponds to the Video (not Audio) socket/s on your video recorder. Or, send details of the make and model, to ensure supply of the correct connectors. Cut out then post with your name, address and your cheque/P.O. for £49.99 to DACOL ELECTRONICS, No. 20 Holden House, Deptford Church Street, London SE8 4SQ. Tel. 081 297 1049



COMPATIBILITY

Compatible with any video recorder. Supplied with one metre of lead and connectors to suit your video.

Under the 1988 Copyright Act it is illegal to make copies of copyright material without the consent of the copyright owner. DACOL ELECTRONICS does not authorise or condone the use of the VFL for the above purpose.

ZZAP! COMP!



DO SOME COMPUTER SHOPPING!

★ And not pay a single penny for it!

● What better place to do your Christmas shopping than Honest Ron's Dodgy Discount Warehouse? Well, for one, there's the Computer Shopper Show. Organised by Blenheim Database Exhibitions, the 1990 show will take place from 6-9 December at the Wembley Conference Centre. And with 100 of the 280 stands offering C64-related products, the show is reckoned to be the UK's largest Commodore 64 event. Last year over 26,000 visitors enjoyed special offers totalling in excess of £1,000,000. And, having moved to a larger location and adding an extra day, this year's show's going to be even bigger with even more software and hardware bargains!

But the tight-fisted so-and-so who wins this competition won't even have to shell out a penny. Are we off our trolleys? No, but the winner will be when he/she goes shoplifting... er, I mean wheels a supermarket trolley round the show, stuffing as many goodies into it as possible in five minutes. With no checkout

to visit, shopping has never been so much fun!

Participating stands include **A&S Distribution, Blackstuff, Computer Shopper, Database Software, Delta Leisure, Hywin Media, Kador, MD Office Supplies, Media Value, Mediaware, Turbosoft, Westoning, and Brighton Computer Supplies** who are giving away a C64 World Cup pack.

Three lucky runners-up will each receive a pair of tickets for the show.

If you want the chance to be a super shopper all you've got to do is tell us about the burglar living next door... whoops, I mean tell us which three common supermarket products (excluding checkout girls) you'd take to a desert island and why. The most amusing shopping list will win.

Send your list to **Newsfield Ltd, I'M OFF MY TROLLEY COMP, The ZZAP! Mill, Ludlow, Shropshire SY8 1JW**. Usual comp rules apply and entries must reach us by closing time: November 19.

DATTEL ELECTRONICS



SPRINT 128

- Full feature Centronics Printer Interface.
- Connect your 64/128 to a range of full size Centronics Parallel Printers.
- Easy to use - supports Commodore Graphics Set.
- Onboard Microprocessor Chip means no more programs to load.
- Works with most applications.

ONLY £29.99

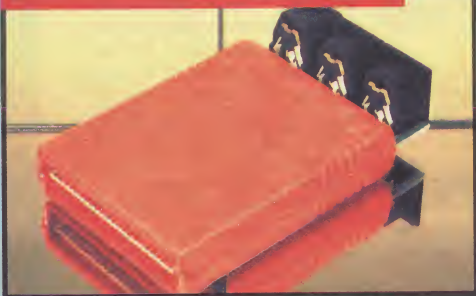


DIGITAL SOUND SAMPLER

- This **NEW** Sampler allows you to record any sound digitally into memory & then replay it with some astounding sound effects.
- Playback forwards/backwards with echo/reverb/ring modulation.
- Now with full sound editing module for outstanding effects.
- Full 8bit D to A & ADC conversion.
- MIDI compatible with suitable interface (Datel Unit £39.99, see ad.).
- Live effects menu includes realtime display of waveforms.
- Line in/mic in/line out/feedback controls.
- Load/save sample. Up to 8 samples in memory at one time.
- Complete software/hardware package. Tape or Disk (please state).

ONLY £49.99

UNBEATABLE MIDI PACKAGE!!



- **KEYBOARD MODULE...** allows for entry of music from the QWERTY keyboard. Sequencer works like digital recorder.

NEW



OCEANIC 118N DISK DRIVE FOR 64/128

The Oceanic 118N is a superb quality Disk Drive specially designed for the Commodore 64/128.

JUST LOOK AT THESE FEATURES...

- Slimline design - very compact.
- External Power Pack so no overheating problems (unlike some types).
- Direct drive motor for super quiet

operation and extra long life.

- Now probably the best selling replacement Disk Drive for the 64/128.
- Comes complete with manuals, connecting leads, etc., etc.
- Ready to go - no more to buy.

ONLY £129.99 INCLUDING FREE



ADVANCED ART STUDIO

COM-DRUM

DIGITAL DRUM SYSTEM

- Now you can turn your Digital Sound Sampler into a Digital Drum System.
- 8 digital drum sounds in memory at one time.
- Complete with 3 drum kits. Real drum sounds - not synthesised.
- Create superb drum rhythms with real and step time.
- Full editing. Menu driven. Load/Save facilities.
- Output to Hi-Fi or through TV speaker.

ONLY £29.99

PARALLEL PRINTER CABLE

- Connects full size printers to the parallel port of your C64/128.
- Many programmes and cartridges (Action Replay/Final Cartridge etc.) will drive printers from this port.

ONLY £12.99 COMPLETE

FREE COPY OF OCP ADVANCED ART STUDIO (WORTH £29.99) WHILE STOCKS LAST

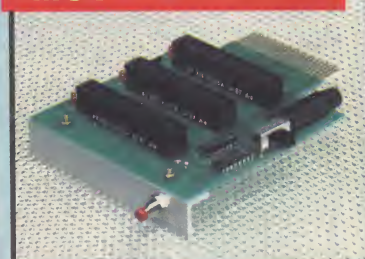


DATA RECORDER

- Quality Commodore compatible Data Recorder.
- Pause control, counter, etc.
- Suitable for 64/128.
- Comes complete - no more to buy!
- Send now for quick delivery.

ONLY £24.99

THREE SLOT MOTHERBOARD



SAVE WEAR AND TEAR ON YOUR EXPANSION PORT

- Will accept three cartridges on it's high grade PCB.
- Switch in/out any slot.
- Fully buffered.
- Reset button and an onboard safety fuse.

ONLY £16.99

DATTEL MIDI 64 INTERFACE PLUS ADVANCED MUSIC SYSTEM ONLY £39.99



● The Advanced Music System is probably the best MIDI/music package ever produced for the 64/128 offering a huge range of musical composition features plus MIDI compatibility - add the Datel MIDI Interface and you have the **TOTAL MIDI SOLUTION!!**

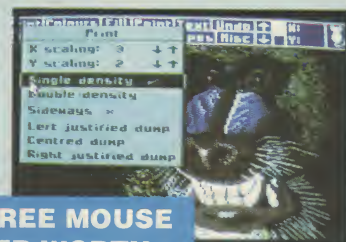
- **EDITOR MODULE...** just like a word processor for music.
- **MIDI MODULE...** this is the module which allows the full potential of the Music System and your MIDI keyboard to be achieved. Using the Datel MIDI 64 Interface any MIDI instrument can

be connected to your 64.

- **HUGE RANGE OF FEATURES...** too numerous to list. Advanced Music System has literally hundreds of commands and features - we have only outlined some of the main headings - this is a truly professional package.

DATTEL ELECTRONICS

THE ULTIMATE GRAPHICS PACKAGE



**INCLUDES FREE MOUSE
MAT/HOLDER WORTH
£12.99**



COMMODORE 1351 MOUSE

**COMPLETE
WITH**



**ADVANCED
ART STUDIO™**

**ONLY
£34.99**

**TOTAL PACKAGE
INCLUDES 1351 MOUSE/
MOUSE MAT/HOLDER
AND OCP ADVANCED
ART STUDIO**

- 1351 Mouse is a high resolution two button mouse featuring optical counting, teflon guides, microswitches, rubber coated ball and high quality interface.
- When combined with OCP Advanced Art Studio this graphics package is quite simply the best system available. The features are unmatched...
- Create an image - shrink it, expand it, move it, rotate it, copy it, colour it, etc., etc.
- Spray patterns or shades, make elastic lines - stretch and manipulate shapes.
- Zoom in to add detail in fine mode.
- Pulldown/Icon driven menus for ease of use.
- Mouse operation, plus joystick and keyboard control.
- 16 pens, 8 sprays, 16 brushes - so flexible anyone can create superb graphics easily.
- Full cut and paste facilities plus excellent printer support.

ALSO GEOS COMPATIBLE



- The 1351 Mouse has two selectable modes - Mouse or Joystick mode for maximum compatibility.
- Even works with the "Best Selling" GEOS utilities.
- Superb quality.



FREE!
**MOUSE MAT AND
MOUSE HOLDER
(WORTH £12.99)
WITH EACH PACKAGE**

ONLY WHILE STOCKS LAST

NEW COLOUR PRINTER PACKAGE



NOW YOU CAN PRINT OUT YOUR PICTURES IN FULL COLOUR!

- The Star LC10 Colour Printer not only prints in Near Letter Quality for all your regular jobs but it will also print out your pictures from Art Studio, Action Replay, etc., in generous colour!
- Made possible by Datel's unique colour printer driver - now you can have a hardcopy in up to 16 colours!!
- LC10 is a full Centronics printer so it works with other computers (Amiga, ST, etc.).
- No more to buy - just plug in and print!!

**PACKAGE INCLUDES... STAR LC10 COLOUR PRINTER RRP £299.00
SPRINT 128 PRINTER INTERFACE RRP £29.99
DATTEL COLOUR PRINTER DRIVER SOFTWARE RRP £19.00
NORMALLY £348.00
COMPLETE PACKAGE NOW ONLY £245.00**

COLOUR PRINTER DRIVER AVAILABLE SEPARATELY ONLY £19.99

- If you already have an LC10 Colour Printer we can supply the Driver separately.
- Works with Serial Version of LC10, Parallel Port, Sprint 128, etc.

HOW TO GET YOUR ORDER FAST...

TELEPHONE (24 Hrs) - 0782 744707 - CREDIT CARD ORDERS

WE WILL DESPATCH YOUR ORDER QUICKLY & EFFICIENTLY TO ENABLE YOU TO START RECEIVING THE BENEFITS OF YOUR PURCHASE WITHIN DAYS, NOT WEEKS.
ORDERS NORMALLY DESPATCHED WITHIN 48 Hrs. UK ORDERS POST FREE/EUROPE ADD £1/OVERSEAS ADD £3. PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS AND SUBJECT TO CHANGE WITHOUT NOTICE. CALLERS WELCOME - Please reserve goods by telephone prior to visit. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO...

DATTEL ELECTRONICS LTD.,

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND
TELEPHONE SALES ONLY 0782 744707 FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

...it's dynamite!

POWER CARTRIDGE

FOR YOUR COMMODORE

64/128

- * TOTAL BACKUP
- * TAPE & DISK TURBO

'AMAZING ARRAY OF PRACTICAL USER FRIENDLY FUNCTIONS' ZZAP!

TRIED AND TESTED OVER 100,000 SOLD IN EUROPE

POWER TOOLKIT

A powerful BASIC-Toolkit (Additional helpful commands) that considerably simplifies programming and debugging. The toolkit commands can be used in your programs.

DISK TOOL

Using POWER CARTRIDGE you can load up to 6 times faster from disk. The Disk commands can be used in your own programs.

TAPE TOOL

Using POWER CARTRIDGE you can work up to 10 times faster with your data recorder. The Tape commands can be used in your programs.

POWERMONITOR

A powerful machine language monitor that is readily available and leaves all of your Commodore memory available for programming. Also works in BASIC-ROM, KERNAL and I/O areas.

PRINTERTOOL

The POWER CARTRIDGE contains a very effective Printer-Interface, that self detects if a printer is connected to the Serial Bus or User-Port. It will print all Commodore characters on Epson and compatible printers. The printer-interface has a variety of set-up possibilities. It can produce HARDCOPY of screens not only on Serial printers (MP5801, 802, 803 etc) but also on Centronic printers (EPSON, STAR, CITIZEN, PANASONIC, etc). The HARDCOPY function automatically distinguishes between HIRE and LORES. Multi-colour graphics are converted into shades of grey. The PSET functions allow you to decide on Large/Small and Normal/Inverse printing.

Bitcom Devices Ltd does not authorise or purport to authorise the making by any means or for any purpose whatsoever of copies or adaptations of copyright works or other protected material, and users of the Power Cartridge must obtain the necessary prior consent for the making of such copies or adaptations from all copyright and other right owners concerned. See UK Copyright, Designs & Patents Act 1968.

POWER RESET

On the back of the POWER CARTRIDGE there is a Reset Button. Pressing this button makes a SPECIAL MENU appear on the screen.

- CONTINUE** - Allows you to return to your program.
 - Return to BASIC
 - Normal RESET.
 - Saves the contents of the memory onto a Disk. The program can be reloaded later with BLOAD followed by CONTINUE.
 - RESET of any program.
 - As BACKUP DISK but to TAPE.

- BASIC RESET TOTAL BACKUP DISK**
RESET ALL TOTAL BACKUP TAPE HARDCOPY

MONITOR

- At any moment, prints out a Hardcopy of the screen. Using CONTINUE afterwards you can return to the program.
 - Takes you into the Machine language Monitor.

SO MUCH FOR SO LITTLE

ONLY £16.99 INC VAT



YOU WILL WONDER HOW YOU EVER MANAGED WITHOUT IT

BDL

Bitcom Devices Ltd

Bitcom Devices Ltd.
 88 BEWICK ROAD
 GATESHEAD
 TYNE AND WEAR
 NE8 1RS
 ENGLAND.

TEL: 091 490 1975 and 091 490 1919
 FAX: 091 490 1918
 To order: Access/Visa welcome - Cheques or P/O payable to BDL.
 UK orders add £1.20 post/pack total - £18.19 incl. V.A.T.
 Europe orders add £2.50. Overseas add £3.50
 TRADE AND EXPORT ENQUIRIES WELCOME

"MONEY WELL SPENT" YC/CDU JAN 90

42 page manual "dammed good handbook" CCI Jan 90

GUNFIGHTER



USE YOUR VOICE TO OUTDRAW THE GUNFIGHTER FOR CASH PRIZES

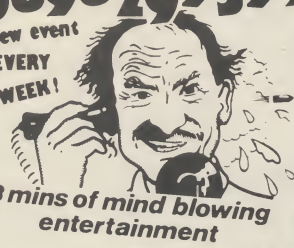
0898 31 35 69

INFODIAL POBox 36 LS1 4TN Call Charges 33P/Min Cheap 44P/Min All Other Times

MEL CROUCHER -COMPUTER FUN LINE

0898 299 399

New event EVERY WEEK!



3 mins of mind blowing entertainment

THE HOTTEST GAMES SECRETS

MEGATIP GAMESLINE 0898 299 388

Proprietor: B. Everist, P.O. Box 71, Kineton, Warwick, CV35 0XA.

Calls charged at 25p per minute cheap rate and 38p per minute at all other times (Ask whoever pays phone bill)

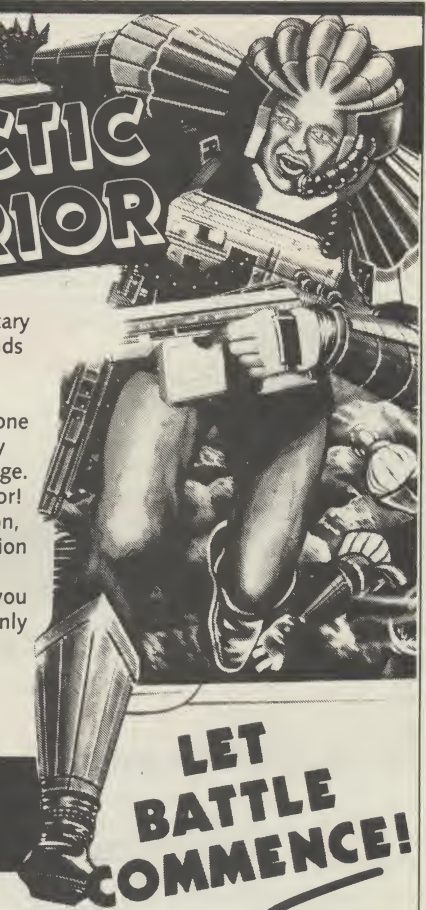
GALACTIC WARRIOR

Ravaged by interplanetary warfare, your galaxy stands upon the brink of annihilation. Only one person can save it. Only one person has the skill. Only one person has the courage. You - the Galactic Warrior!

It is a desperate mission, many say a suicidal mission - but you must succeed. Civilisation is relying on you and you alone; because only you are the GALACTIC WARRIOR, will you succeed.....?

CALL
0898 312 312
 NOW!

LET BATTLE COMMENCE!



Calls charged at 33p per min. cheap, 44p per min. at all other times. A service from J.W. Nijholt (U.K.) Ltd., P.O. Box 418, Manchester M60 3BY



● Domark, Amiga £24.99

THE SPY WHO LOVED ME

Get exercising those eyebrows! Roger Moore is back as James Bond in the 1977 movie. Once again 007 — licensed to kill and do raunchy things with as many women as possible — has to thwart the plans of a megalomaniac and save the

world. This particular villain, Karl Stromberg, has an aquatic bent. He's captured two submarines, and intends to use them to nuke Moscow and New York. WWII will result, leaving Stromberg's undersea empire to rule the world. 007 has been called in to foil the villain, aided

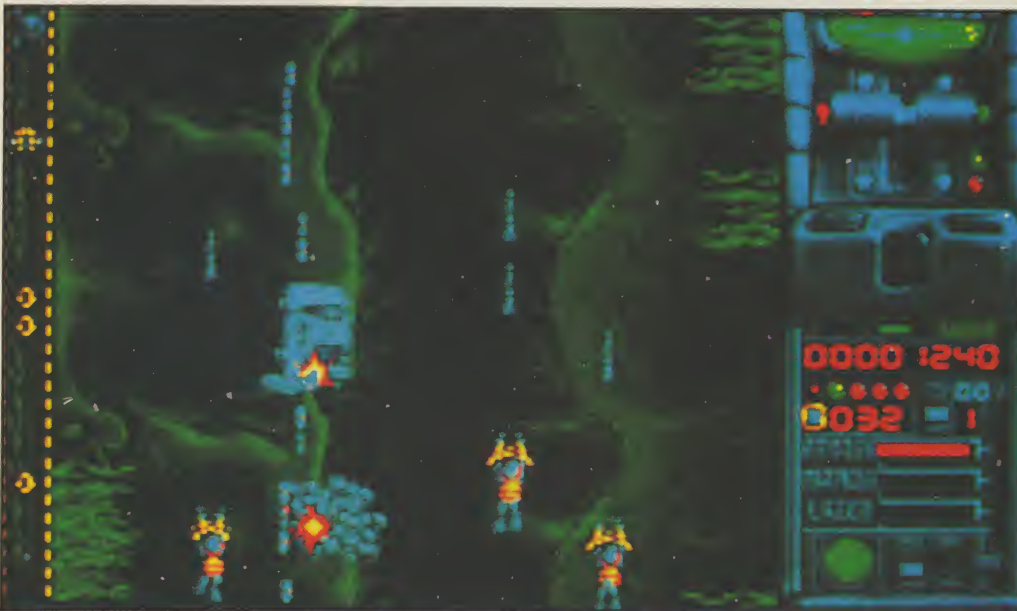


Good old Jimmy Bond, you can depend on him to save the day while getting the girl and keeping his cool. It's a shame the same can't be said about myself! Weaving along the road like a mad man, spreading cones all over the shop, crippling unsuspecting pedestrians, trashing Lotus left, right and centre...! My performance on water wasn't any better but I had a great time trying to improve it. *Spy's* six levels are nothing original but all have at least reasonable playability with graphics and sound as polished as 007's flashy cars. Standard vertical shmup, static *Op Wolf* and, most distinctly, the souped-up *Spy Hunter* of scene two all come together to make a busy, worthwhile package. Clever, Mr Bond.

★ Inside Stromberg's base you must shoot the enemies to make sure the explosive at the top gets to the blast doors.



★ Level three sees an underwater battle far more spectacular than the movie, with a massive submarine and end-of-level base to destroy.



by Anya Amasova, a glamorous Soviet agent. They take to the road for the opening 'scenes' (levels) of the journey in the ultimate Q-mobile.

Steering the Lotus through vertically scrolling roads, a slender map gives advance warning of obstacles. Traffic cones present no problem but water patches slow you down, oil spins the Lotus and knocking down pedestrians costs 50 points! 'Q' tiles line the route, collected for later use. The Lotus transforms into a speedboat halfway through scene one, where jetties, mooring posts and aggressive boats have to be avoided. Back on dry land for the next scene: heavily-armed vehicles hinder progress but Q's van is at hand, lowering a ramp for you to board it. Weapons can be bought using collected 'Q' tiles: lasers, smoke screens, armour etc.

The most important device is the submersible upgrade, necessary for the next scene — a vertical-scrolling shoot-'em-up. Divers and subs attack the converted Lotus as it approaches Stromberg's base. Once there, gameplay switches to a single-screen *Op Wolf*-style shoot-out. Bond slowly makes his way across a gantry to plant a bomb but Stromberg's men have other ideas; you take control of Anya's gunsight to shoot them.

More watery vertical action, this time on jet skis, as Bond pursues the sub Stromberg and his henchman, Jaws, escape in. Once on board, you look down one of the sub's corridors while Stromberg's men appear from doorways. Shoot them and shortly, Jaws and Stromberg appear, holding Anya hostage. Maim the bad guys and save the girl otherwise the world won't be a nice place and you won't have anyone to go to bed with tonight!



Spy is probably the most accurate movie conversion yet, capturing a huge chunk of the plot and — most importantly — the spirit. The Lotus scenes in particular boast some very impressive graphics which superbly recreate that brilliant chase scene. There's even the motorcycle with its missile sidecar, although the *Spyhunter*-style Q-van is a welcome Domark addition providing plenty of add-on gizmos. The underwater section is even better, with masses of divers, mini subs and diving bells — plus one mega-hard big sub and Stromberg's heavily defended base. The *Op Wolf* scenes add some vital variety, and overall this is my favourite Bond conversion yet. The only drawback is the repetition of playing through the early scenes, but currently Domark well deserve their licence to kill and thrill. Heartily recommended.

VERSION UPDATE

C64 cassette/disk versions reviewed next issue. A cartridge version is planned.

PRESENTATION 82%

Text briefing for each scene and demo mode showing each level. Disappointing gun barrel intro, however.

GRAPHICS 85%

Smooth scrolling, colourful, highly detailed backgrounds and compact sprites.

SOUND 80%

Amusing house mix of the Bond theme and a pleasing array of sampled effects.

HOOKABILITY 86%

The driving of opening levels is simple yet immediately enjoyable.

LASTABILITY 78%

Two driving, two shoot-out and two vertical shoot-'em-up levels are enough to keep the most skilled of agents busy, although having to repeat earlier scenes can irritate.

OVERALL 82%

Another challenging, enjoyable movie translation from Domark.



ZZAP!TEST!



● **Psygnosis, Amiga £34.95**

SHADOW OF THE BEAST 2

The plight of your family makes the Simpsons look cosy. I mean first there was that unfortunate incident where you were kidnapped and turned into a beast-messenger by Maletoth, the Beast Lord. Years of mindless servitude ended only when you saw your father sacrificed to Maletoth. This broke the spell which had controlled you, freeing you to confront the forces of darkness. Using your beast powers you fought through dozens of monsters and traps to defeat Zelek, the Beast Mage. Your victory returned you to

- ★ A pity about the sky, but the foreground graphics are excellent



Beast 2 makes no compromises for anyone who found the original difficult: once again a few careless moves sees your single life crumble into bonemeal. This is irksome for reviewers, but for people who want their £35 to stretch over weeks not hours it might be more welcome. Certainly the more you play, the more apparent the attack patterns become so the impossible becomes plausible. The sheer variety of creatures, from massive humanoids to nicely animated leaping blobs, is obviously one of the main attractions of *Beast 2*. The famous, multi-layered background scroll has been sacrificed to allow much more detail in these and they're very impressive indeed. And this time interaction isn't limited to punching — the text input provides plenty of opportunity for intricate puzzles and an intriguing storyline. There's also plenty of switches to throw so if you fancy an beautiful-looking arcade adventure requiring pixel-perfect leaps and combat, this fits the bill. It isn't as compulsively playable as say *Blood Money*, but it's a more open-ended game: you have no idea what will happen next — another monster attack, or a priest wanting to talk.

humanoid form and calmed your blood rage.

Zelek's defeat has put him on the edge of death, and he knows he must be successful in his next task for Maletoth — finding your replacement. He searches long and hard before finding your mother, and her newborn baby girl. Zelek instantly transforms into his beast form — a hideous monster with huge leathery wings. A short flight takes him to their cottage where he smashes through the roof to snatch the infant.

Your grief-stricken mother soon passes the news to you, filling you with undeserved guilt — and an unstoppable drive to save the child. All your money is spent on buying passage to Kara Moon on Tragon, an incredibly dangerous place now occupied by Zelek and his minions. Armed only with a mace, you step fearlessly into the massive trap Zelek has set for you. To rescue your sister you must

find Zelek and defeat him.

Beast 2 follows the basic format of *Beast* — a multi-directional scrolling arcade-adventure — but with numerous enhancements and differences. You can collect gold to buy weapons or food (restoring energy). You can also interact with other characters. Press 'O' to offer an object to someone and press 'A' to ask about an object or character (you can input text here!).



This must be one of the most frustrating games ever, it's so flippin' difficult. My goes lasted no longer than a couple of minutes. Even with an infinite energy cheat the game is hard enough and totally merciless to any mistakes, like doing tasks in slightly the wrong order. Some of the puzzles are quite clever and, with hindsight, logical, but the basic game content resembles a simple, linear adventure with some very testing beat-'em-up action thrown in to make things harder. Superlative, imaginative graphics and a stunning soundtrack create a good atmosphere but even they can't quite make up for the overall lack of depth and ridiculously high difficulty level.

PRESENTATION 85%

'Free' *Beast II* T-shirt, great intro mixing text and cinematic scenes, good death pic (which can be turned off to save time).

GRAPHICS 85%

A great variety of imaginative creatures, superbly animated and detailed. But there's nothing to gasp over here as you did over the original's parallax scroll.

SOUND 88%

A subtly rousing soundtrack, impressive and changing according to circumstance. Great death-sequence guitar solo.

HOOKABILITY 73%

Very difficult, just one life and limited energy mean you're soon waiting for it to reload the beginning.

LASTABILITY 69%

A fair-sized quest, with some very neat puzzles, is made virtually impossible by fiendish difficulty.

OVERALL 72%

Not as graphically awesome as the original, while improved game structure is hampered by stupid difficulty level. But Psygnosis still show off the Amiga better than almost anyone else.





★ A rather large maggot squirms its way toward you in the main chamber.

● Imageworks, Amiga £24.99

CADAVER

Wulf castle, a murky, mysterious place, devoid of human life except for a vile necromancer,



I thought the Bitmap Bros would inject some speedy action to the isometric aardvark format but it's the usual 'explore, collect and use' affair, albeit on a more complex level than games it's inspired by. It isn't easy, partly because too much emphasis has been put on the icons — you have to highlight one to do virtually anything and, on the default control setting, it's only too easy to accidentally bring them into use. As for the puzzles themselves... well, I've never been any good at this type of game and although I've had plenty of theories of what should be done and where, my success in *Cadaver* has been limited. This is partly due to the odd way certain objects are used — throw a pick to break a wall down for example. Nevertheless this is certainly the largest and most sophisticated isometric aardvark yet. Anyone prepared to sit back and think awhile should find *Cadaver* highly rewarding.

Dianos. Killer of King Wulf, it is said he abducts villagers for use in his black magic rituals. Karadoc the dwarf has been hired to find and kill Dianos, taking any treasure he finds as payment.

Cadaver is a flickscreen, isometric 3-D arcade adventure with five levels of 70 screens, filled with objects, unsavoury creatures and treacherous traps. Objects are divided into a number of categories and when touched bring up icons in the lower left of the screen. The least you can do is search something (with a second icon to return you to walk around mode) and the maximum is five

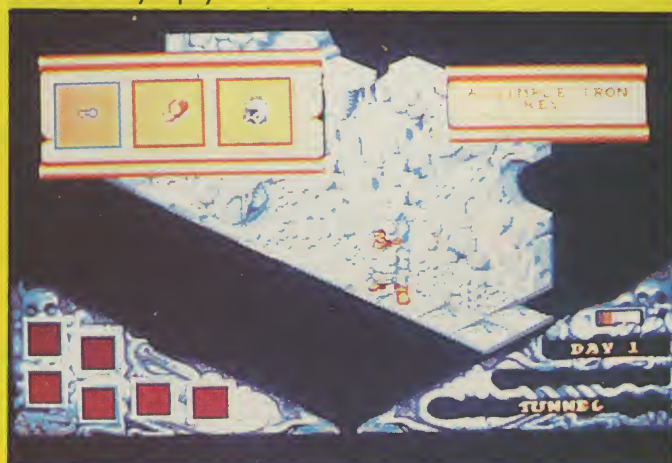
★ You haven't got far yet — the more objects you pick up the bigger the inventory display.

actions. Depending on the object, these actions include drink, read, open and give.

Food and water (held in barrels) are essential to restore energy lost from contact with creatures and the poisonous swamp water. Potlon bottles often don't specify what ability/disability they give the consumer so they're quite a gamble. Scrolls give useful information or hold spells for use against adversaries or at certain locations. Tools, armour and weapons have more conventional functions and all objects are accessed via a 'rucksack inventory'.

The castle holds many puzzles, solved using objects, spells, buttons and levers — the latter usually unlocking doors — and through interaction with castle inhabitants (some are friendly!).

As the castle's explored it's automatically mapped. The



map shows rooms entered, highlights Karadoc's current location, and can be scrolled around and zoomed in on. The game position can be saved and loaded with appropriate spells, a gold fee (increasing with the level) required for saving.



The Bitmap Bros have effectively grafted an adventure interface onto a traditional isometric 3-D arcade game. A massive inventory, loads of puzzles and a profusion of commands from drink to pull lever to fight. The need to explore and examine everything puts *Cadaver* in a different league from games such as *Treasure Trap* — pushing a few crates around won't get you far here. This really is an arcade adventure.

Thankfully the icon system works well, with the icons usually quite obvious in their meaning, and the way they appear only when necessary means the control system is never too unwieldy. After only a short while puzzles are being solved quite easily. This draws you into the game which gradually gets harder and, with five levels and approximately 350 rooms, dwarfs previous isometric games. All in all, a very impressive departure for the Bros which should keep gamers occupied for ages.

PRESENTATION 80%

Load/save option (although you do need spells to access them) and useful automatic map.

GRAPHICS 90%

Carefully drawn and beautifully shaded rooms and sprites, excellent use of colour but iffy animation.

SOUND 78%

A wide range of unusual, effective samples — although it's rather odd hearing a maggot scream!

HOOKABILITY 74%

Over-use of icons and dull opening locations can be highly off-putting but the exploration bug redresses the balance.

LASTABILITY 92%

Masses of locations, objects and puzzles to feed your arcade adventure appetite if you're willing to persevere.

OVERALL 86%

A remarkably laid-back, brain-biased Bitmap Brothers creation but one with plenty of staying power.



ZZAP! TEST!

● Rainbow Arts,
Amiga £19.99



APPRENTICE

Amere four hundred years old? You're obviously far too young to be accepted into the Magician's Guild, I mean you've still got hair on your head — where would the Paul Daniels rug and magician's hat go? Pah! If you really want to be accepted, go and defeat Fumo the dragon. Since the beginning of time he's been killing magicians, stealing their spells to increase his own fiendish power. He rules a poisoned realm where not even the wisest and most powerful of the Guild's members have dared enter.

You dare?! Well, such foolishness, but we will help you. The Guildmasters will use their magic to hide special objects in the landscape. Boxes and money have been scattered around, the boxes you can push, carry and even

throw to kill the numerous monsters. You can also use them to build steps, while fruit has been hidden which will show you the correct path to follow.

The realm does have some good people though: behind doors you will find Oracles which may offer hints, merchants to barter with and buy things from — you may even meet a princess! Some objects are contained in tunnels too small for you to fit in, so if you've got the correct spell you can activate a miniature magician to use. A candle shows how much time he has to run around, throw switches, cross platforms which would collapse under your weight and so on. Switches can explode obstacles for you. Other magic objects include balloons (to ride up on), fruit (points), coins,



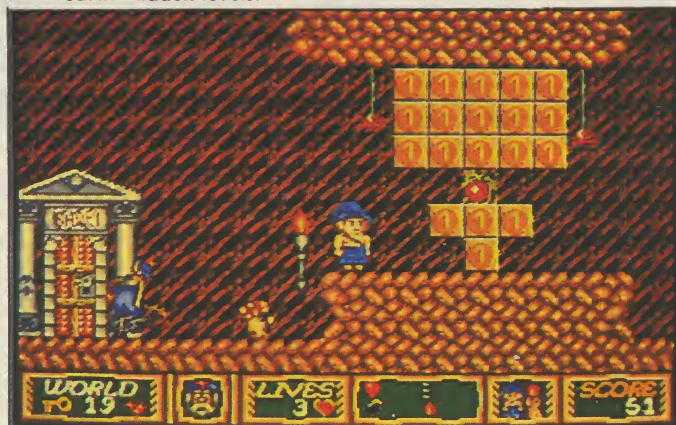
Rainbow Arts! *Turrican*, woo! *Apprentice*... er... ah... After their highly innovative, top-notch blaster I expected something more than a middle-of-the-road cute platform game. Leap over sweet little animals and from ledge to ledge, collect fruit and tokens... yawn. Kicking crates around to destroy the said creatures is the most satisfying part of the game but soon begins to pall. Graphics are pleasant but uninteresting, music is well composed with some nice sounds. There are simply too many games of this type for *Apprentice* to stand out from the crowd.

★ Riding a cloud in heaven, the clouds follow rails — a great improvement on British Rail!



To be honest, these cutesy Japanese-style games rarely get me hooked: they're nice enough to play but this *Mario Bros*-type format has been done to death. Rainbow Arts previously did such a good job imitating the Nintendo stars they were sued (over *The Great Giana Sisters*). But *Apprentice* is jam-packed with extra stuff such as miniature magicians, explosives, springy boots and lethal crates to make some case for originality without looking or playing dramatically different. For *Mario* fans this is good news, and Rainbow Arts' predictably high production standards mean it all works very well indeed. The soundtrack is delightful, beautifully clear and superbly embellishing a simple tune. The graphics are neatly detailed albeit a touch dull — the mushrooms appear in every *Mario* clone it seems — but heaven is nice with clouds on rails. The familiar running about and leaping gameplay is nice as well, with all the extra features combining well with some good puzzles. I particularly liked the sweeping broom which throws crates back at you. At £20 there's little to complain about apart from the absence of new ideas. Worth a look as probably the best of recent *Mario* clones.

★ Loads of dosh, magic mushrooms and a shop on one of the 'earth' hidden levels.



keys, blue containers (protect you from fire), leaves (fall slower and jump further), bombs, hearts (extra life), freeze icons and many more.

Wise use of these objects is vital if you are to progress through the seven worlds contained within the Dragon's Realm. The worlds include heaven and hell, and make up 17 levels leading the player

directly to the end, with a further 17 hidden levels.

VERSION UPDATE

Strangely enough, no plans for a C64 version as yet.

PRESENTATION 68%

Standard *Turrican*-style opening, high score table and unobtrusive disk access.

GRAPHICS 73%

Simplistic console style, but nicely detailed with some good imagination and variety.

SOUND 80%

Again simplistic console-style, but brilliantly embellished with crystal clear chimes and suchlike.

HOOKABILITY 77%

Couldn't be easier to get into, but lack of anything dramatically new restricts addition.

LASTABILITY 80%

30-plus levels provide a substantial challenge with plenty to see and do. Hidden rooms, levels, a princess and more besides means this has plenty to keep you playing.

OVERALL 79%

Unoriginal, but well produced and very playable.



★ A star tree appears at the start of every level to replenish your ammo.

● US Gold, Amiga £24.95

VAXINE

Every day you come under attack from fearless enemy agents, attempting to destroy your defences and kill you! But this isn't some paranoid fantasy, it's all true and happening as you read this: the skin-crawling facts of your body's war against invading virus cells. Which isn't to say the inside of your body looks like a multi-directional scrolling playfield with ray-traced graphics, but merely that The Assembly Line have written a novel scenario for their *E-Motion* follow-up.

Another way of thinking about the game is as a 3-D *Defender*. You start off with nine dome-shaped bases to defend from three types of virus spheres (distinguished by colour) which bounce along the

chequered floor. To attack, three or more like-coloured virus spheres must link together with elastic lines before adjoining a base.

There are also two types of special virus cell. Hatcher consists of three different coloured spheres all linked together. When one is shot the Hatcher splits into lots of individual spheres. Spitters simply roam the grid throwing out spheres.

To fight back you have three different types of ammo: to destroy a sphere, shoot it with the matching ammo. This isn't as easy as it sounds with no targetting cursor and everything bouncing along at some speed. And if you run out of any type of ammo, or all your bases are destroyed, it's game

over. To recharge your ammo, shoot a sphere with the wrong ammo. This creates a star which gives you 16 more shots, when hit with the same-coloured ammo.

In fact, at the start of each level there's a short pause before the enemy appears so you can top up your ammo using the star tree which



After the intricate puzzles of such previous Assembly Line games as *E-Motion*, *Pipemania* and *Helter Skelter* it takes a while to grasp the simplicity of *Vaxine*. The heart of the game revolves around sending out loads of trojans while keeping a cautious eye on ammo. Hesitation is easily fatal, with virus cells rapidly multiplying unless you get them under control first. On the first ten levels a stream of trojans mean you don't even have to worry about Spitters. This gives you time to admire the superlative graphics — an incredible number of balls can appear on screen without the slightest slowing down. Sound isn't so amazing technically, but the various FX are distinctive. Unfortunately for all the quality this game oozes in production values, gameplay is a touch repetitive. According to the programmers the game began life as a technical experiment, and while it's certainly fun to play, the lack of variety is disappointing.



I'm afraid *Vaxine* is nothing more than a glorified *Defender* variant. It all looks very nice with the super-fast, filled-in 3-D resembling something off a top-notch graphical demo. The trouble is that the gameplay is very weak, consisting merely of throwing out loads of little balls at other slightly bigger balls. With the balls multiplying at an alarming rate, the only way of controlling them is to send out incredibly long trojan strings which automatically do the job while you go and make a cup of tea. The only hint of tactics is in conserving ammo, but with ammo stars at the start of each level this isn't too difficult. A disappointing lack of variety on later levels doesn't help ease the overall repetitiveness.

appears. Much ammo is needed to create Trojan cells: strings of ammo which seek out virus cells and destroy them.

Another neat trick is provided by the Portals, black slabs which you can move through, freezing everything so you can move around unhindered. But once you press fire everything goes back into action at a slightly higher difficulty level. Fortunately at the beginning of each fifth wave all nine of your bases are restored. At the end of this wave there's a bonus 'Shooting Star' level with dozens of ammo stars swirling about.

VERSION UPDATE

No plans for a C64 version.

PRESENTATION 80%

Attractive start-up, continue-plays and restart.

GRAPHICS 84%

Unique, ray-traced style is even more stunning here than in *E-Motion*. Limited variety however.

SOUND 81%

Informative and atmospheric FX.

HOOKABILITY 79%

Simplistic shoot-'em-up gameplay is soon grasped.

LASTABILITY 63%

90 levels promise only increased difficulty and different colours.

OVERALL 69%

Superbly programmed but repetitive.

★ Strings of Trojans automatically seek out virus cells.

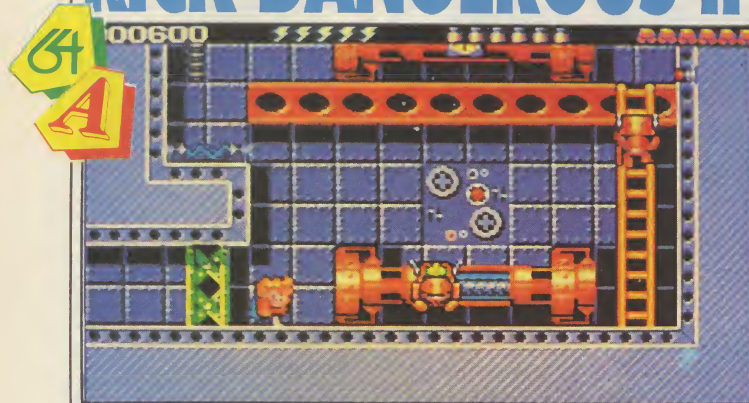




ZZAP! TEST!

● **MicroStyle, C64 £9.99**
cassette, £14.99 disk;
Amiga £24.99

RICK DANGEROUS II



★ Richard Dangerous takes on yet more puzzles, traps and nasties aboard an alien starship. (Amiga)

The prat with the hat is back! Err, except this time he's lost his hat (hmph!), but then what do you expect from world famous explorer, sticky label collector and hopeless imbecile, Richard Dangerous?

To be fair, he's been having a pretty harrowing time of it lately. Immediately after returning from his Indiana Jones-style treasure hunt in the original *Rick* game, he found his native London invaded by aliens, the very same short, green and gruesome creatures he encountered at the end of his first computer adventure. Slipping into his flashy superhero costume, complete with flowing cape, he dashed to Hyde Park (tripping over his cape only two or three times in the process) where the aliens

had landed their vast spaceship. Gritting his teeth and setting his jaw, he strode purposefully into the portable fortress, determined to right the wrongs the aliens had begun.

Even with his over-inflated ego near bursting point, Rick knew that single-handedly saving civilisation wouldn't be quite as easy as falling off a particularly slippery log. So he came prepared with a limited charge laser gun and a number of short-fuse bombs.

The UFO and the four levels which follow it are in the form of a scrolling maze, packed full of defence systems and booby traps. Initially, these are lasers and electrical sparks, some of which can be deactivated by a kick to the appropriate nearby switch. Switches can also move elevator platforms, giving

★ Rick discovers a secret room full of extra bombs and bullets. (C64)



We are the Dangerous Brothers! I am Warren Dangerous and this is the beautiful Sir Richard Dangerous! It's a shame this isn't as funny as the violent Channel 4 *Friday Night Live* duo, or even the original *Rick* game, which I'm very fond of. Different graphics and slideable bombs aren't enough to kid me this is anything more than *Rick Dangerous* +. The cutesy sprites, waving their arms madly as they fly out of the screen when killed, are fun if you haven't embarked on a *Rick* adventure before, otherwise, yaawwwwn. Trap-dodgin', monster-zzappin' maze exploration is initially fun but ultimately repetitive — especially if you've played Mr Dangerous's first game.

access to new parts of the maze, but beware — some trigger booby traps.

Various creatures patrol the mazes and can be zapped with Rick's gun or blown up with a bomb — either planted or slid along the ground. Bombs can also clear away crates blocking Rick's path, sometimes opening rooms containing bullet, bomb, and life supply pods.



Rick's not quite so funny second time around — I blame it on the lack of a hat, myself — and the sequel doesn't really make any advances over its predecessor. Ironically, it looks like MicroStyle have 'played it safe' with more of the same, admittedly very playable trap-dodging action which gets a tad monotonous once the novelty of the humour's worn off. Still, the cartoon graphics are pretty good — especially on the 64 — with some neat animation of the dashing hero and five very different-looking levels. If you loved the original then *Rick II* will undoubtedly keep you happy for a fair while.

64

PRESENTATION 83%

Mildly amusing text and graphics introduce each level, which can be played in any order, bar level five.

GRAPHICS 82%

Small but detailed and well animated characters stroll through bright, smooth scrolling levels.

SOUND 80%

Lively music and jingles and an array of excellent effects.

HOOKABILITY 88%

Traps are nasty from the start, causing many unexpected deaths, but sneaking past them and progressing that little bit further is satisfying.

LASTABILITY 68%

Free access to the first four levels but, when all's said and done, if you dodged a few traps and killed some aliens, you've pretty much done it all.

OVERALL 75%

Second time around, Rick's antics can still while away an hour or few but aren't as original or amusing any more.

amiga

PRESENTATION 85%

As for the C64 except with black-and-white mode, for that authentic *Flash Gordon* serial feel.

GRAPHICS 80%

Cartoon-like definition and animation, albeit in an ST-ish kind of way.

SOUND 83%

Pleasingly melodramatic music and quality vocal and mechanical samples.

HOOKABILITY 87%

Blasting robots and figuring out how to elude traps instantly appeals.

LASTABILITY 67%

Different levels are merely different arrangements of adversaries, platforms, ladders, switches and traps.

OVERALL 74%

Rick's a fun chap to meet but can soon become boring.



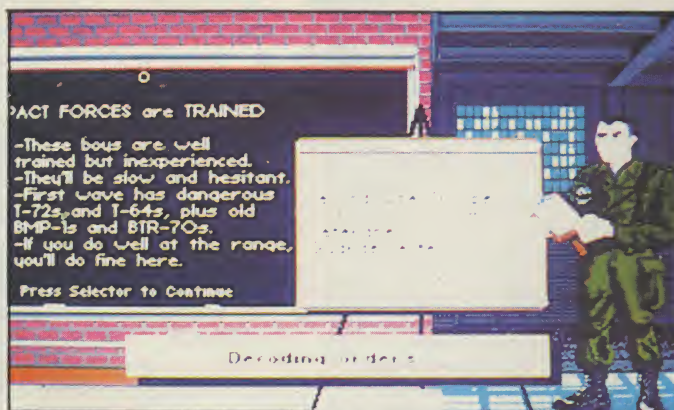
● **MicroProse, Amiga £29.99**

M1 TANK PLATOON

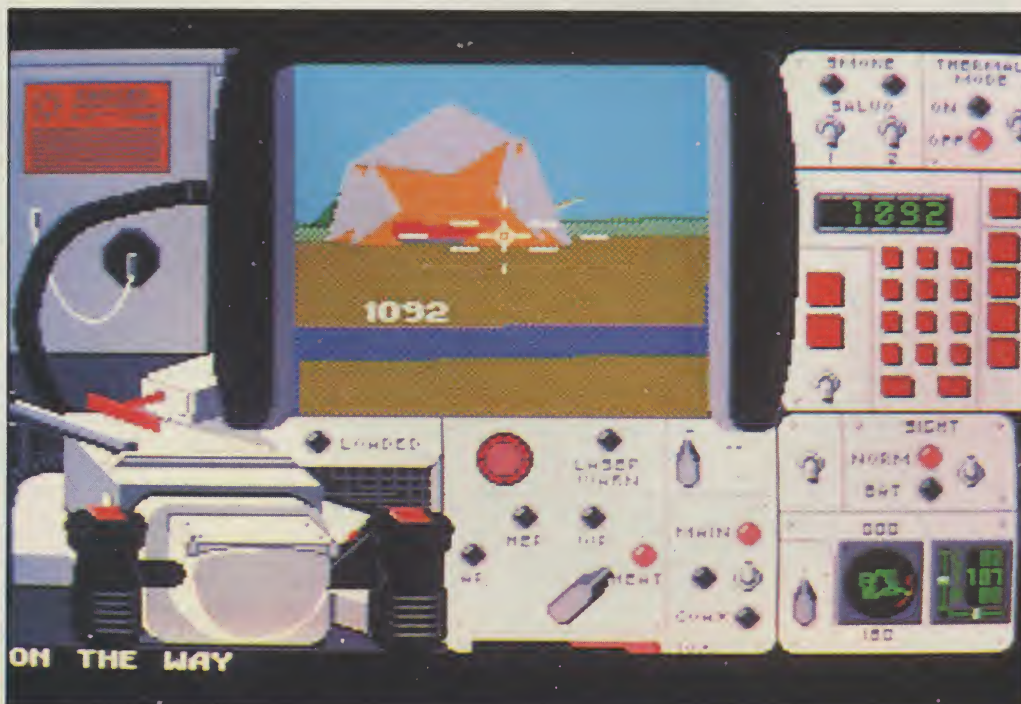
In MicroProse's latest sim you take command of four M1 Main Battle Tanks and a host of other infantry vehicles! With each tank having four positions to command, (two Tank Commander positions, a Driver and the all-important Gunner) things could get too complex without the automatic control. Using the battlefield map and mouse control, you can rapidly order either individual tanks or the whole platoon to go to a certain location, adopt a particular formation, turn on smoke, engage the enemy and a host of other Tank-relevant commands.

In theory you can control the entire battle from the comfort of home base but it does no harm to mix it up with the others. Indeed, the computer controlled M1s are pretty dumb initially, so if a battle's not going your way you can join in and even the odds, especially if you've practised on the training ranges or taken part in single conflicts. The briefing before each mission details objectives, enemy and allied forces and shows the terrain (randomly constructed each time for long-term appeal). Once you've been briefed and your crew chosen it's off to the battle!

★ A thorough briefing before each mission warns of upcoming dangers.



★ Michael scores a direct hit after just a few minutes play. Who said these MicroProse games were too complicated?



Through the main options screen you can take part in a number of situations: *Static Gunnery* (battle against passive, static tanks), *Moving Gunnery* (take on passive but fast moving targets), *Single*

things can go horribly wrong as the enemy gets a lot smarter with each new skill level.



Those of you expecting *F-29*-type graphics might be disappointed: the tanks are neat polygon shapes and it all runs very smoothly indeed, but graphic variety is limited and unspectacular. As with most MicroProse sims the excitement comes from the great sense of atmosphere, there's always plenty going on and you don't want to run into trouble too fast! What matters most is the attention to detail in the game design: the mouse-driven map works like a dream and the daunting task of leading four-plus fighting vehicles is easily mastered. Watching the fighting from the map is a highly engrossing occupation in itself; the vehicle orders system works really well (simply moving into attack positions is a demanding task). Joining in is even more fun and the perfect way to experience the claustrophobia of tank combat. It's a shame there isn't a wide variety of mission types other than the basic six on offer (minefields would have been a novel feature) but the higher skill levels are tough enough to ensure a very strong challenge.

Actually controlling the tank is surprisingly easy — the ultimate in automation — with only gunnery being particularly demanding. But the strategy of moving your mini-army about is difficult and highly engrossing. When the Russians start a full-blown assault you really do find yourself panicking! Top marks to MicroProse!

Engagement (one of six situations to choose from), *Start Campaign* (a full-blown war with up to 99 missions).

Alongside the M1s (depending on the mission) there can be infantry teams with anti-tank weapons and fast moving light attack vehicles to help on the ground, smoke and high explosive-launching artillery, and aerial support from A-10 attack aircraft, Scout helicopters and Apache gunships. Even with all this,

C64 UPDATE

There are no plans for a C64 version as yet.

PRESENTATION 94%

A wealth of options! Massive, informative and well presented 206-page manual. Four skill levels. External views. Keyboard overlay, Save/Load function. Slick, user-friendly mouse-driven map display, above average static screens.

GRAPHICS 68%

Exterior graphics lack detail and use bland colours, but are fast enough. Instrumentation is extremely detailed.

SOUND 60%

Teeth-grinding main tune, solid blast and explosion effects but let down by average tank movement sounds.

HOOKABILITY 86%

Not as complex as it first seems and thanks to the manual it's relatively easy and quick to get used to the systems. The highly accessible tank command/map display helps a lot.

LASTABILITY 89%

Doesn't have the mass of options and flexibility of *Stealth Fighter* but the generating of random maps with each new mission, a full blown Campaign option and five increasingly difficult skill levels ensures depth to keep you playing.

OVERALL 88%

Hasn't got the graphic thrills of *Stealth Fighter* but it's deep, demanding and well worth the money.



ZZAP! TEST!

● Cinemaware/
Mirrorsoft,
Amiga £29.99



WINGS



★ Tally-ho, the Zaxxon-style level and a tank has just been totalled!

Not for you the slime and ignominy of the trenches, ratburgers for tea and mustard gas for cologne. Nope, you're an Allied fighter pilot, a glamour puss outfitted with a silk scarf and designer leather jacket. Your life expectancy may not be more than a few days, but you

look good and that's all that matters.

But before you can experience that stylish going-down-in-flames death, you must complete flight school. First you must create your pilot by naming him and attributing a set number of ability points to four skills: flying, shooting,



Think you're a flyer, kid? Right now you're a scribe. You'll pick up the company journal where your predecessor left off. He thought he was a flyer, too.

★ The Squadron CO welcomes you into the club.

mechanical aptitude and stamina. Then you must successfully complete a training mission (strafing, bombing, or flying) to join the 56th Aerosquadron.

Once in the squadron, your Commanding Officer, Colonel Farrah, will give you the job of writing the squadron journal — a diary which often contains useful information about your next mission. There are three basic mission types: a Zaxxon-style strafing run, an overhead-view bombing run, and a 3-D aerial combat section. The first two have specified targets to destroy — a bridge, convoy, or even a moving train — while avoiding anti-aircraft fire.

Aerial combat missions include dogfighting with enemy planes (including Eindeckers and Fokkers), bursting enemy

recon balloons, and protecting Allied bombers and balloons. For all these you're accompanied by one or more



Tally-ho chaps! Bandits at six o'clock, zero bravo, etc! Yup, once again Cinemaware's highly polished presentation

generates such a fantastic, authentic atmosphere that you can't help but get deeply involved in Wings. Mission briefings, reports, journal entries and more set the scenes brilliantly, though frequent disk-swapping can be a bind.

Earning your wings is easy but things toughen considerably when you join the squadron. Zaxxon-esque strafing and 1942-style bombing runs are a hectic mixture of dodging and hastily aimed and timed firing/bombing — sit still for more than a fraction of a second and you're in trouble. The dogfight flight sim (tongue-twister time!) is the real tester, however: I've embarked on many, many such missions but only scored one kill (embarrassing!!) Although the 3-D is a little slow and jerky, it's the dogfights which work best and generate most excitement, cries of *Kill the Fokkers!* resounding around the office!

Some of the sprites are pretty drab but generally graphics are as professional and true to life as you'd expect from Cinemaware, as are the sound effects. Tunes are pleasantly patriotic, although there's a terribly irritating accordion piece every so often. Minor faults aside, Wings is a varied biplane bonanza that any potential scourge of the skies should take the controls of.



★ Another high-flying game from Cinemaware.



For me, this beats all those ultra-serious flight sims into the ground. The old biplane may not have very sophisticated weaponry but its simple controls make it a joy to fly compared with complicated modern jets. Out of the mission types, dogfighting is the most fun with a neat sitting-behind-the-pilot viewpoint and intelligent enemy planes which roll and dive to avoid your fire (in over forty missions as 'The Yellow Baron' I only managed five kills).

Even better is when an enemy sneaks up behind you, the viewpoint switching to behind both planes as you try and evade him. Though not as hectic, strafing and bombing sections are very playable with some nice graphics — especially the tiny, scampering infantrymen who take potshots at you! To cap it all, the squadron diary gives a fascinating narrative including humorous personal anecdotes as well as atmospheric details of 'current' historical events.



computer-controlled pilots. Your 'backseat' cockpit viewpoint shows the pilot's head turning to spot enemy planes — in addition you can look around using four external views. For such a basic biplane, controls are simple: bank left/right and pitch up/down — there's no speed control. Your only weapons are twin machine guns which have a tendency to jam every so often, leaving you a sitting duck! Like your enemies, you can take a number of hits before being downed. Sometimes you may be able to ditch your damaged plane and survive, though Colonel Farrah won't be too pleased — three warnings from him and you're thrown out of the force.

Back at base your performance is evaluated and the league table of pilots shown with number of missions flown and kills. Do well and you could win a medal or even promotion. However, your real aim is simply to survive 230 missions until the end of the war. If you die, your next pilot starts off at that date, so you can play through the war with a number of different pilots.

★ The attractive take-off screen which begins each mission.

PRESENTATION 90%

Disk swapping a bit irritating, but slick inter-mission screens including the fascinating diary. Save option and effectively continue-plays with different pilots.

GRAPHICS 92%

The 3-D aerial combat section is the most impressive with a superb view of the pilot in his cockpit and excellently detailed planes.

SOUND 80%

A variety of period tunes, some of which can become irritating — shoot that accordion player! Plenty of good sound FX.

HOOKABILITY 89%

Your biplane is very easy to fly while the great atmosphere draws you into the game.

LASTABILITY 81%

Kills are quite hard to obtain and survival just as difficult. The 'continue-with-a-different-pilot' option avoids frustration. Maybe a tad repetitive in the long term.

OVERALL 83%

Highly enjoyable 'seat of your pants' flying.

● **Psychapse, £19.99**

ANARCHY

Cities throughout the galaxy have been overrun by the Anarchists, a riotous crowd who use a variety of fashionable aircraft. There's nothing they like better than hiding car keys, putting glue on toilet seats and using their gravity-distorting devices to make bread fall buttered side down. And now, as disaster forms around them, they're stealing the life capsules that contain escaping VIPs.

You've been given the task of

saving the capsules and blowing the Anarchists into small, manageable pieces. The cities are shown side-on, scrolling left and right — a radar display indicates the positions of ships and capsules. The various Anarchist craft — Stealers, Homers, Darters etc — are blasted with a laser and sometimes release a lettered token. When collected, they give weapons such as side-shots, force-field and outrider cannon.



Cor, what an original idea: it's a sort of poor (or rather stupid) man's *StarRay*! Where that game was full of slick graphics and superb sampled sound, *Anarchy* substitutes tiny, undetailed sprites and a naff rock title tune. The gameplay is inferior still, suffering from a lack of variety, especially in the dull enemies. I just can't understand why Psychapse have bothered releasing such derivative drivel.



Hmm, our Psychapse release schedule's looking a bit thin... I know, we'll get one of our programmers to knock up a

Defender variant, the kids'll go for that! I've got nothing against the Defender concept, in fact it's one of my favourite oldie coin-ops, but this Amiga update of it is pretty much instantly unplayable. Graphics and sound are hopelessly outdated, gameplay is difficult from the start (you have to fire and hope for the best with the stupidly fast-moving Bouncers) and the transparent radar display is barely usable. For a slick Defender variant on the Amiga, go for Logotron's *StarRay*, otherwise dig out C64 *Droptone*.

PRESENTATION 52%

Two skill levels, sound on/off. Grainy title and death screens.

GRAPHICS 55%

Drab, washed-out sprites and equally lifeless backdrops, although the multi-layer parallax scrolling is smooth and fast.

SOUND 50%

Mediocre Heavy Metal title music and simple, outdated effects.

HOOKABILITY 56%

Easily grasped but immediately uninspiring due to its outdatedness and difficulty.

LASTABILITY 27%

Evermore challenging attack waves but a total lack of variety.

OVERALL 37%

A 1990 remix of a classic (ancient) game that simply doesn't work.



ZZAP!TEST!

● US Gold,
Amiga £24.95



OPERATION HARRIER

The Marines were among the first American troops into the Gulf, a scenario uncannily like *Op Harrier's* tale of conflict between Middle East countries. The game is set in a fairly large warzone, with several islands and plenty of coastline. The Marines have arrived on an aircraft carrier armed with Harriers.

You begin your career as a Pilot Officer, but aim to rise through the ranks. To do this you must complete seven or eight progressively difficult missions, such as defending an airfield from enemy aircraft, sinking a ship or penetrating deep into enemy territory to destroy a nuclear base. Should you complete all the missions you're free to attack enemy targets as you wish.

Before each mission you are briefed by a cigar-chomping colonel. Then it's time to select up to six weapons from rocket pods, air-to-air missiles, 500lb and 1000lb bombs. There's also a built-in cannon. Once you return from a mission you can rearm, refuel and have repairs done. On long missions you might choose to land at one of two friendly land bases. There are also two tanker planes for

mid-air refuelling.

The game uses *Rotox's* Rotoscope technique, with the Harrier fixed at the centre of the screen. Left/right rotates the landscape around, while pushing forward increases speed and backward decreases it. Fire shoots cannon shells, but holding it down with up/down allows you to change your altitude. The function keys allow you to select one of the weapons you're carrying.

Once airborne it's a good idea to call up the map screen, this shows everything for miles



★ Lift off! One of the impressive animated presentation screens.

around in real-time — the game doesn't pause. So you can navigate to the target while avoiding enemy fighters, helicopters and anti-aircraft missiles sites. Once near the target you can go to the main view, a useful radar scanner showing targets beyond visual range. Each hit on the Harrier causes a fire — four hits destroy it, as does colliding with the ground or another plane.



If *Wings Of Fury* drew inspiration from *Harrier Attack*, *Op Harrier* looks to *Raid On Bungeling Bay* for ideas. In both cases 16-bit hardware allows substantial improvement, the Rotoscoping technique is particularly impressive with lots of graphics moving very quickly: islands, jets, missiles and bullets all whizz round you at great speed. The ability to go down into the landscape, with everything zooming upwards, is very neat too. The presentation screens are absolutely superb, creating an atmosphere which I much prefer to *Rotox*. Unfortunately there's not that many missions. When you complete them you can fly your own against remaining targets, but it's irritating repeating the same old early missions over and over. 50 varied and random missions plus a save/load feature would've made a great game.

★ Attacking a SAM site — watch out for those heat-seeking missiles.



Sorry Stu but I can't say I was at all thrilled by *Op Harrier*. It's a weak shoot-'em-up with little in the way of depth or variety of enemies. The Rotoscope effect to my mind worked brilliantly as an integral part of *Rotox* but here it adds little to the gameplay and I expected much more in the way of graphic detail, at least a more convincing shrink/expand effect. Everything looks just too simple and cleanly laid out for my liking. *Operation Harrier* is very similar to Namco's *Metal Hawk* coin-op in play but lacks the speed or challenge to match it.

PRESENTATION 88%

Attractive animated take-off/landing screens, different for carrier and land bases, plus sea/ground crash pics and briefing mumble by the colonel. Bypass them by pressing fire.

GRAPHICS 73%

Overhead perspective limits view of action, but radar compensates and everything moves very nicely. There's lots of detail on all the targets and it's generally better than *Rotox*.

SOUND 75%

A nice military tune provides an intro, while in-game FX include plenty of bangs and a good engine drone.

HOOKABILITY 78%

Good presentation gets you hooked, while the first mission is pretty easy. Bomb-dropping a little fiddly, but everything else works well.

LASTABILITY 62%

Seven or eight varied missions don't provide a massive challenge. Freedom to bomb everything thereafter can't compensate for repetitiveness of going through same missions over and over in the same order.

OVERALL 70%

A fun and playable game, marred by lack of depth.

RETURN THE COUPON FOR FREE COLOUR BROCHURES!

NEW! - AMIGA PACK

Commodore A500
Flight Of Fantasy

£399

INC VAT



A500 BATMAN PACK



The Commodore A500 Batman Pack must surely rank as one of the most popular computer packs ever! The pack features the Commodore Amiga 500 computer with mouse controller and TV modulator, plus four top software titles. The software includes: 'Batman The Movie' - Rid Gotham City of the cunning joker, in Ocean's top selling title based on the blockbuster Batman film; 'New Zealand Story' - high quality conversion of the leading arcade game; 'Interceptor' - Dogfight with two F-16's in this leading flight simulator; 'Deluxe Paint II' - top quality Amiga graphics package which set the standard for others to follow. Return the coupon for further details.

PACK INCLUDES:

A500 Computer & Mouse £399.99
A520 TV Modulator £24.99
Batman The Movie £24.95
New Zealand Story £24.95
Interceptor £24.95
Deluxe Paint II £49.95

TOTAL RRP: £549.78

Less Pack Saving: £150.78

PACK PRICE: £399.00

£399 INC VAT

AMIGA 2000



For the more serious or professional applications user, Commodore have a selection of systems based around the expandable Amiga 2000, at prices from £1295+VAT. The A2000 features a full 1Mb RAM (expandable to 9Mb), 9 system expansion slots, plus IBM compatibility with the use of PC-XT or PC-AT bridgeboards. Complete and return the coupon, putting a tick in the A2000 box, for details of A2000 computer systems.

£1295 +VAT= £1489.25

FLIGHT OF FANTASY

Flight of Fantasy is the very latest Amiga 500 pack from Commodore, featuring BRAND NEW software releases, to make this the most spectacular A500 pack ever! The pack features the Amiga 500 computer with mouse controller and TV modulator, as well as four top software titles. These include the following:

DELUXE PAINT II:

The high quality graphics program that set the standard for other Amiga art packages. Deluxe Paint II includes powerful, easy to use tools that bring out the artist in you. Create masterpieces, presentations, 3D perspectives or just doodle.

ESCAPE / ROBOT MONSTERS:

Here's something completely different - a science fiction story with comic book style graphics. Our heroes Jake and Duke are on the Planet X rescuing Humans who have been captured by the Robot Monsters and forced to create an evil Robot Army to DESTROY EARTH! Jake and Duke fight their way through hordes of evil Robots to help the Humans escape.

RAINBOW ISLANDS:

Slip on your magic shoes, practise throwing a rainbow and you're ready to go island hopping. From the Island of Doh to Monster Island, you will encounter Doh himself, stinging insects, lethal combat machines, mechanical assailants, the formidable beings of legend and folklore. Finally enter the world of darkness and its inhabitants.

F29 RETALIATOR:

The ultimate in flight simulation with a choice of two aircraft and four battle environments with dozens of different tactical missions. Aerial combat, strategic bombings, interactive ground based battles, seagoing carriers... the list of features is endless. Real time cockpit displays, including 'true radar' enhance the realistic feel of this stunning simulation.

PACK INCLUDES:

A500 Computer & Mouse £399.99
A520 TV Modulator £24.99
Deluxe Paint II £49.95
Escape/Robot Monsters £19.99
Rainbow Islands £24.95
F29 Retaliator £24.95

TOTAL RRP: £544.82

Less Pack Saving: £145.82

PACK PRICE: £399.00

£399 INC VAT

FOR FURTHER DETAILS OF THE AMIGA RANGE, COMPLETE THE COUPON AND RETURN IT TO SILICA SHOP THE UK's No1 AMIGA SPECIALISTS

SILICA SHOP OFFER YOU

FREE OVERNIGHT COURIER DELIVERY: On all hardware orders shipped in the UK.
TECHNICAL SUPPORT HELPLINE: Team of Amiga technical experts at your service.
PRICE MATCH: We normally match competitors on a "Same product - Same price" basis.
ESTABLISHED 12 YEARS: Proven track record in professional computer sales.
£13M TURNOVER (with 60 staff): Solid and reliable with maintained growth.
BUSINESS/EDUCATION/GOVERNMENT: Volume discounts available for large orders.
SHOWROOMS: Demonstration and training facilities at our London & Sidcup branches.
THE FULL STOCK RANGE: All of your Amiga requirements from one supplier.
FREE CATALOGUES: Will be mailed to you with offers and software/peripheral details.
PAYMENT: By cash, cheque and all major credit cards.
CREDIT PAYMENT TERMS: Silica are licensed credit brokers - return coupon for details.

Before you decide when to buy your new Amiga computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your Amiga, when you may require additional peripherals or software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Shop, we ensure that you will have nothing to worry about. Silica have been established for over 12 years, and have an annual turnover of £13 million. With our unrivalled experience and expertise, we can now claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest Free literature and begin to experience the "Silica Shop Service".

RETURN THE COUPON NOW FOR FREE BROCHURES

SILICA SHOP



MAIL ORDER: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Tel: 081-309 1111
Order Lines Open: Mon-Sat 9.00am-6.00pm No Late Night Opening Fax No: 081-308 0608
LONDON SHOP: 52 Tottenham Court Road, London, W1P 0BA Tel: 071-580 4000
Opening Hours: Mon-Sat 9.30am-6.00pm Late Night: Thursday until 8pm Fax No: 071-323 4737
SIDCUP SHOP: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Tel: 081-302 8811
Opening Hours: Mon-Sat 9.00am-5.30pm Late Night: Friday until 7pm Fax No: 081-309 0017
BUSINESS/EDUCATION: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Tel: 081-308 0888
Order Lines Open: Mon-Fri 9.00am-6.00pm Closed on Saturdays Fax No: 081-308 0608

To: Silica Systems Ltd, Dept ZAP64-1190-32, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND INFORMATION ON THE AMIGA

Mr/Mrs/Ms: Initials: Surname:

Address:

.....

Postcode: Tel:

Which computer(s), if any, do you own? A2000 ☐

£50E - Advertised prices and specifications may change - please return the coupon for the latest information.

Death Trap



CEBUXTON



A trap so deadly that it has remained inviolate for live centuries, so ingenious that it gently lures an intruder to a certain death, a trap worthy of Shankriya, the magician king, a tyrant and absolute ruler of vast lands. The trap is set in a multi level labyrinth deep in the bowles of the earth and populated by creatures vile, vicious and venomous. Within it lay hidden the magic scrolls, source of Shankriya's power. Only a very brave man, dexterous, with exquisite sense of timing, versed in martial arts and a flair for mixing potent magic potions, can ever hope to survive the infamous DEATH TRAP

AMIGA & ST £24 99

ANCO SOFTWARE UNIT 10, BURNHAM TRADING ESTATE,
LAWSON ROAD, DARTFORD, KENT
TELEPHONE No 0322 92513-92518 FAX No 0322 43422

ANCO

THE

P

R

E

V

I

E

S

SWIV (Storm)

Silkworm IV or not *Silkworm IV*? That is the question as The Sales Curve work on the follow up to the Sizzling *Silkworm*. Tell you what, have a go of the classy demo of *Swiv* on this issue's Mega-Tape and decide for yourself. Things have changed since the original, the action is going vertical now (which gives the player controlling the jeep a fairer chance of survival) and the speed of it all has been bumped up (faster than *Silkworm* all round and even more frantic action), with not the slightest sign of flicker on the demo that we saw (as shown by the screenshots—minus a Pause mode unfortunately). The attention to detail is remarkable even at this early stage: each gun has its own recoil, shrapnel is aplenty (the spinning shards from an exploding pill box glisten as they spin), real fast moving jets, tanks, the Goose Copter and there's more military hardware here than Saddam Hussein has 'guests'.

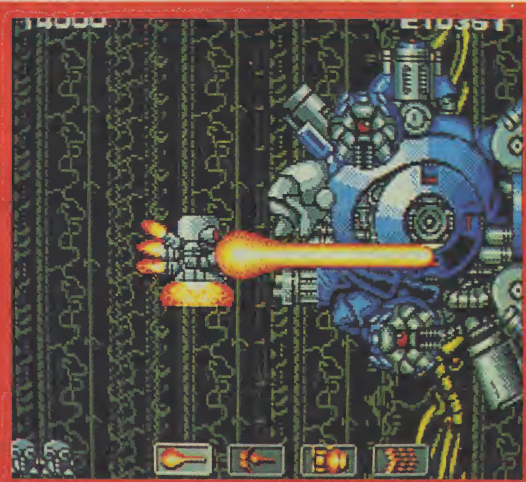


★ The Sales Curve's vertically scrolling blast'-em-up, *Swiv*. (C64)



★ There may be a jeep and helicopter in *Swiv*, but it ISN'T the follow-up to *Silkworm*!

★ Hectic shoot'-em-up action in Activision's *Atomic Robokid*. (Amiga)



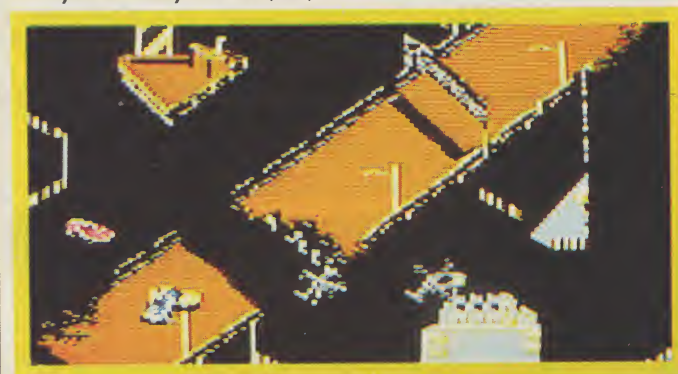
★ Developed with full co-operation with TASS (the Soviet news agency), *MiG-29* will feature a series of varied missions, taking you from the chill of the Baltic to hot spots like the Persian Gulf. (Amiga only)



- ★ Kill enough villains and you're given full *E-Swat* armour, a tough exoskeleton to protect you through 15 levels. (Amiga)



- ★ The ultimate Demolition Derby, Domark's *Badlands* allows one or two players to customise their cars with anything from better engines and tyres to deadly missiles. (C64)



- ★ Activision's impressive *Dragonbreed* conversion. In the finished game you'll be able to get off the dragon at certain stages. (Amiga)



- ★ The long-delayed *Chaos Strikes Back* is now finally almost ready for release, with improved graphics, for one megabyte Amigas only.



- ★ 'Ello 'ello, it's the toughest division of the Cyber City Police, known as *E-Swat*. (C64)



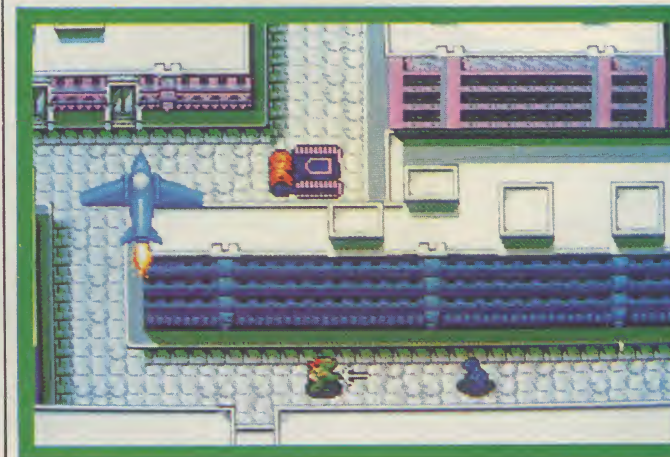
- ★ Wotadump — this place is untidier than the ZZAP! office!



- ★ Test your driving skills over several tough courses in Gremlin's *Celica GT4 Rally*, based on the high-performance Toyota rally car. There's even an option for a computer navigator who uses sampled speech to guide you. (Amiga)



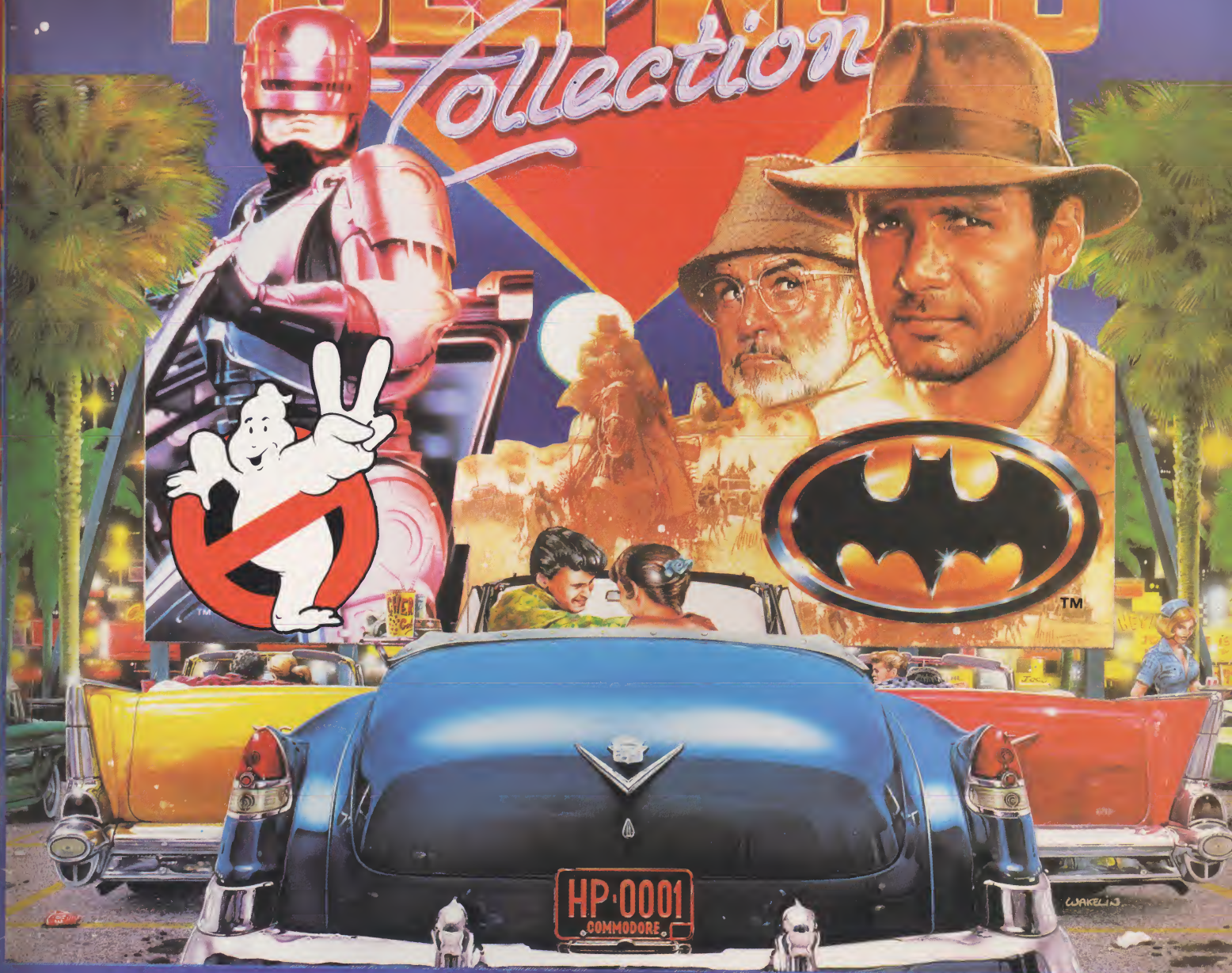
- ★ Imageworks are currently polishing up the American *Teenage Mutant Hero Turtles* with improved presentation and difficulty. (Amiga)



THE COMPILATION PACK OF MEGA STARS

HOLLYWOOD

Collection

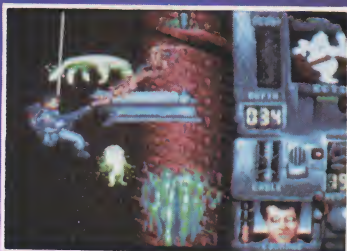


ROBOCOP



ROBOCOP TM & © ORION PICTURES CORP. ALL RIGHTS RESERVED.

GHOSTBUSTERS II



© 1989 Columbia Pictures Industries Inc. All Rights Reserved.

INDIANA JONES



TM & COPYRIGHT © 1989 by Lucasfilm Ltd. [LFL] All rights Reserved.

BATMAN



TM & © 1984 DC Comics Inc.

AMIGA ATARI ST



AMSTRAD SPECTRUM COMMODORE

OCEAN SOFTWARE LIMITED · 6 CENTRAL STREET · MANCHESTER · M2 5NS · TEL: 061 832 6633 · FAX: 061 834 0650

NARC

TM

NO-ONE
HAD THE
GUTS
UNTIL
NOW!



WILLIAMS

The hottest coin-op game in the past two years now comes storming on to your computer - with a vengeance! Controlling a Miami-Vice-style cop, you crusade through the criminal world of pushers and dealers, shooting, arresting and basically destroying everything in sight! Every level of tense and non-stop action introduces greater hazards, traps and firepower in what has been hailed as the greatest shoot'em-up coin-op game ever!



**SPECTRUM AMSTRAD
COMMODORE
ATARI ST CBM AMIGA**

Ocean Software Limited · 6 Central Street · Manchester · M2 5NS Telephone: 061 832 6633 · Telex: 669977 OCEANS G · Fax: 061 834 0650